EUROPE'S BIGGEST AND BEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

ISSUE 26 ■ SEPTEMBER 1991 ■ £2.95

DELUXE PAINT IV EXCLUSIVE

This year's big release, but how good is it? Find out here first!

TRY IT YOURSELF!

Paint in 4096 colours with our exclusive Coverdisk demo!

COVER DISK 26

AMIGA FORMAT

Deluxe Paint IV



Create your own 4,096-colour pictures with this exclusive demo of the new version of the world-beating art package – the most eagerly awaited non-game release in years.

Making Music with the Bitmaps

We give you the samples, the backing track, the music program and all the advice you need – so you can create your own stereo game music.

Magic Pockets



Play this special level of the Bitmap Brothers' latest Renegade release. Stuff your pockets with toys, frolic over fun-packed platforms.

NO COVERDISK?

THEN ASK FOR ONE FROM YOUR NEWSAGENT

GET INTO THE GROOVE!

- Want to know how the music for games is made? The Bitmaps sell their secrets.
- Want to do it yourself? We give you everything you need to start making music.

PLAY the amazing Magic Pockets!

Future PUBLISHING

Your guarantee of value

09

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- GET THE POWER with Mega-lo-Mania
- POT BLACK in Jimmy White's Snooker
- FLY the Thunderhawk
- WANNA MAKE 3D GAMES? New AMOS in full 3D
- LOOK AT THAT! Stunning new graphics packages let you draw, create fractal worlds, work in 24-bit colour

10 unique pages of incredibly useful hints, tips and advice

Workbench p173

Gamebusters p103

DARKMAN





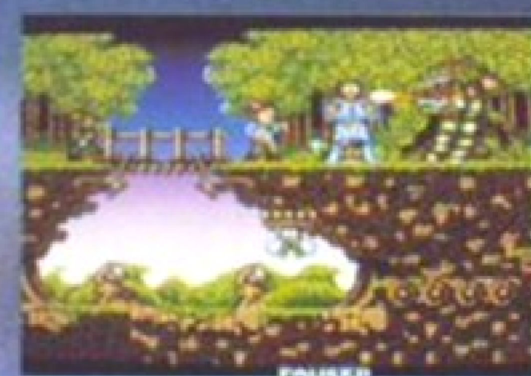


Peyton Westlake was left for dead... Darkman now lives.
With the ability to take on the appearance of anyone he chooses, he has sworn to avenge his would-be assassins whose evil exploits have left him hideously disfigured. Now you take on the role of **Darkman** - master the technology of his disguising system - enter the gang of mobster Robert G. Durant and conquer them from within.
Live through all the high spots of the movie - the breathtaking helicopter fight sequence - the skyscraper shoot-out - dice with death as you are plunged, swinging into the heaving freeway traffic.
Darkman lives... but not for long?!

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help you with y
your own ghost



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...en in fairy tales - but nothing so strange as ...encounter on your travels as **Cornelius the** ...cast many spells, increasing in power as you ...stical lands of gooks and goblins. Even the ...ngs with the IQ of a cold-steel rivet, are on a ...y may seem a little backward to start with, ...ed, bovver-bullies will soon become ...ties if you let them. Many weird, villainous ...uzzles test your game-play technique and ... can even control some of the background ...ou to get to where you think you should be. ... deep within the forest where vital clues can ...out beware...

...erialise to haunt you!



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Wild WHEELS

AT THE STADIUM TONIGHT





My head is thumpin', and my heart is pumping the adrenalin around every vessel of my hyper-tense body - the 'driving unit', that will be shoe-horned, wedged like a Colt 45 into its holster, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat.

"Wild Wheels" they call us. Combatants who play a **"game"** - a game where there are two ways to lose... down on points or down on fuel - the fuel of life! And our **"kit"** for action are the finely honed masterpieces of engineering... machines that will pole-axe the opposition, melt them, crush them, detonate them into a million white-hot, speeding grains of shrapnel. The **'kit of death'** where many of us will experience our last, final, blinding flash. Now, in the arena, the game becomes a struggle to win, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty heart of this mechanoid beast, its engine pushing out every ounce of power to keep me just ahead, and delivering a heavy, sickening blow into my back as it accelerates at my command. Taking aim, I firm up every muscle ready for the great burst, the deafening scream as I unleash my lethal messenger... and its message - **"GAME OVER!"**

But that's just half the game story. Now **YOU** enter the arena... **ENJOY THE SHOW!**

ATARI ST / CBM AMIGA
IBM / AMSTRAD PC
& COMPATIBLES

AMIGA FORMAT 26
SEPTEMBER 1991

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BACK ISSUES

Turn to page 178 to find out how to get 'em!

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Quote of the month: "I've been forty years discovering that the queen of all colours is black."

Member of the Audit Bureau of Circulations.



Registered Circulation
115,158
Jan - June 1991

This month in

REGULARS

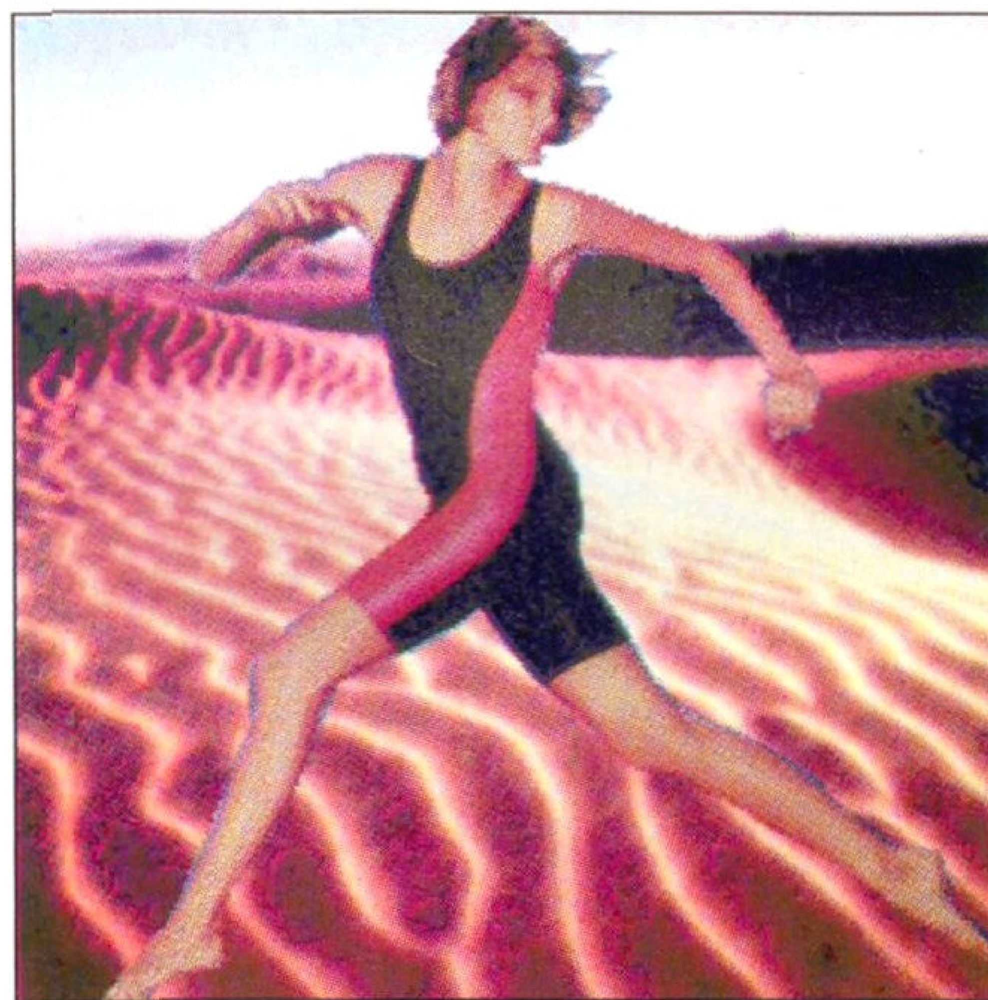


Cartoon Classics, the new Amiga bundle, could be the best seller yet. Find out what's in it on Page 9.

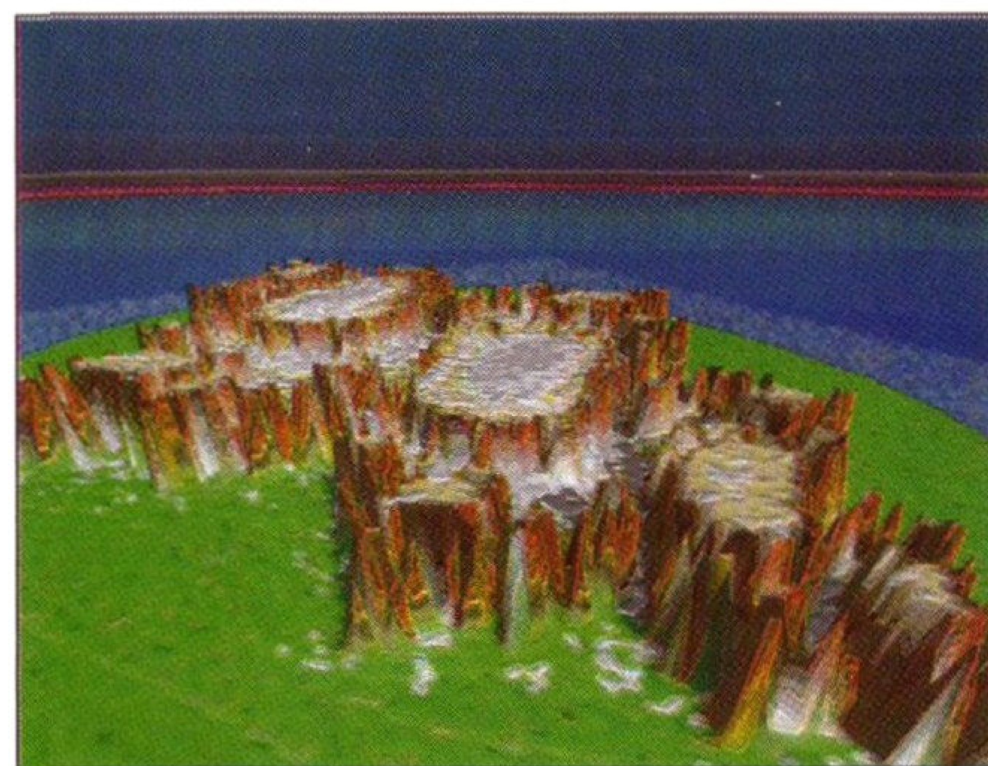


Having problems stomping the spiders and cleansing the sewers in *Eye of the Beholder?* You need some Gamebusters hot help on Page 103!

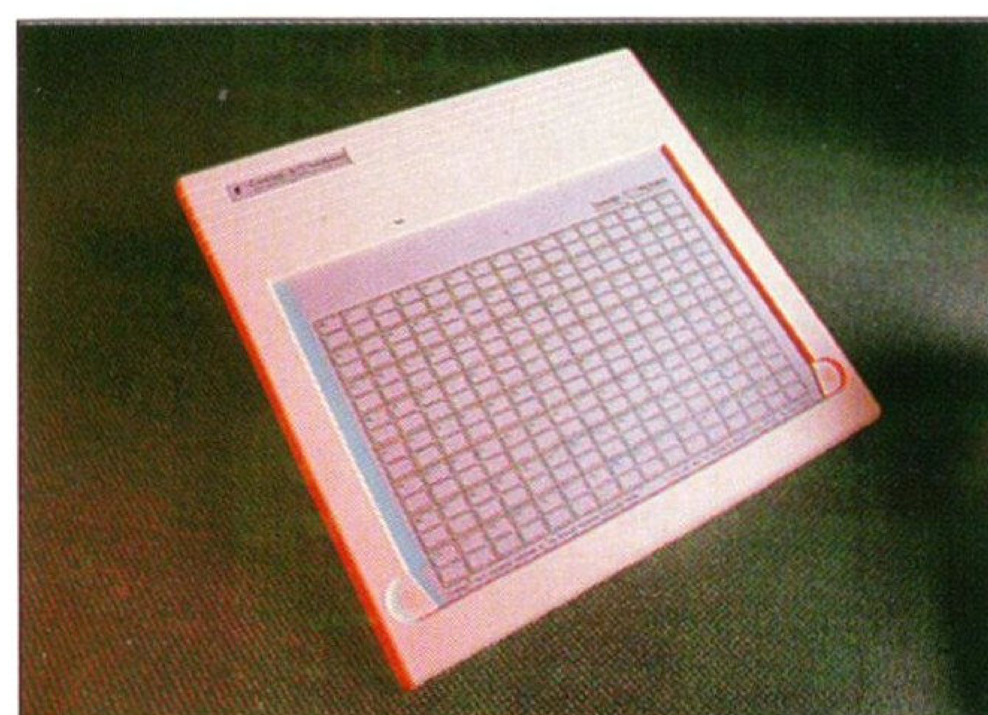
REVIEWS



Cutting one image into another and doing it in full 24-bit colour is what makes *Art Dept Pro* special. See how well it does the job on Page 124.

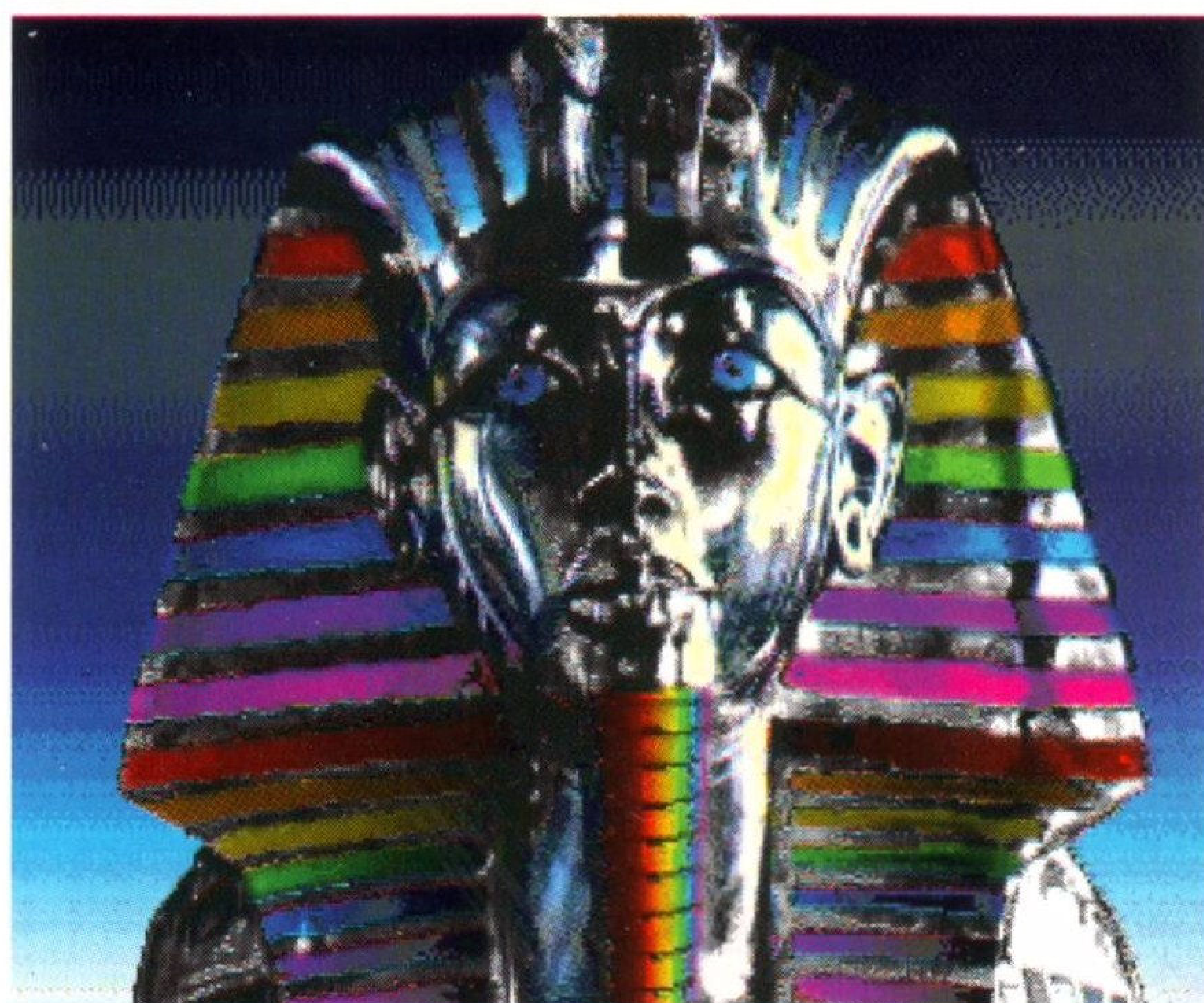


If you've ever wanted to make an imaginary landscape out of a Julia set, you're probably mad. If you *don't* want to after reading about *VistaPro* on Page 140, you're definitely mad!



A unique idea: that's the Concept Keyboard, aimed at special needs and educational use but a very flexible piece of kit. Find out what it does on Page 137.

SPECIALS



Deluxe Paint IV **not only brings 4096-colour HAM painting and animation, it can also still work with less. But is it any good at it?**



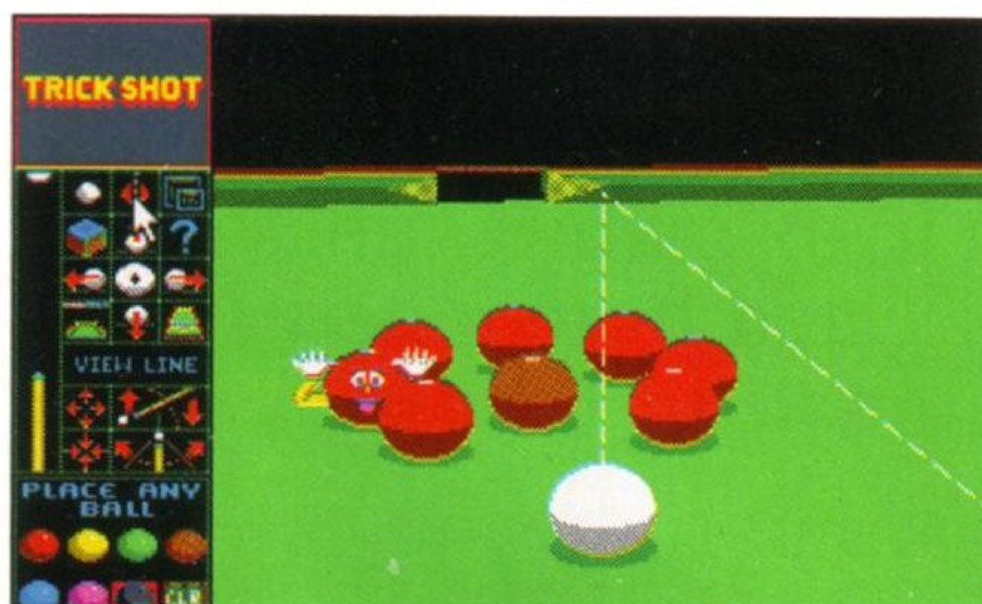
If you've ever wondered how in-game music was made, we tell you: courtesy of the man who put Betty Boo's songs into *Magic Pockets*.

AMIGA FORMAT

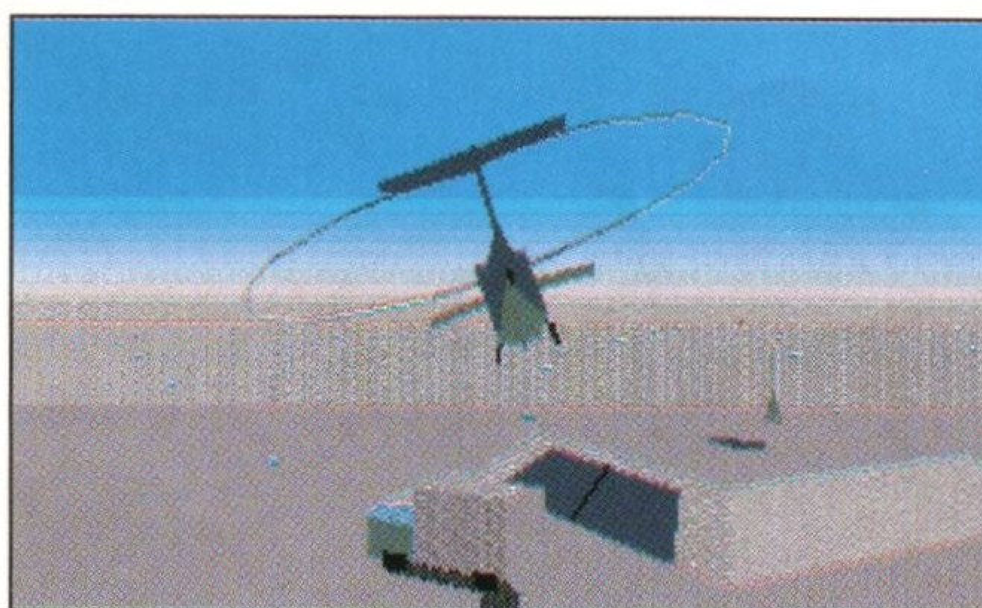
SCREENPLAY



MEGA-LO-MANIA
Taking on the top god games – and giving no quarter. Invent the atom bomb on Page 54.



JIMMY WHITE'S SNOOKER
Reap the whirlwind with a wicked 147 break on Page 58.



THUNDERHAWK
How come flying a chopper is suddenly easier and more fun than falling off a log? Get airborne and keep your finger on the firebutton on Page 82.



LLAMATRON
It's old-fashioned, it's obscenely garish, it's sickeningly noisy and it's more fun than fishing. Get weird on Page 66.

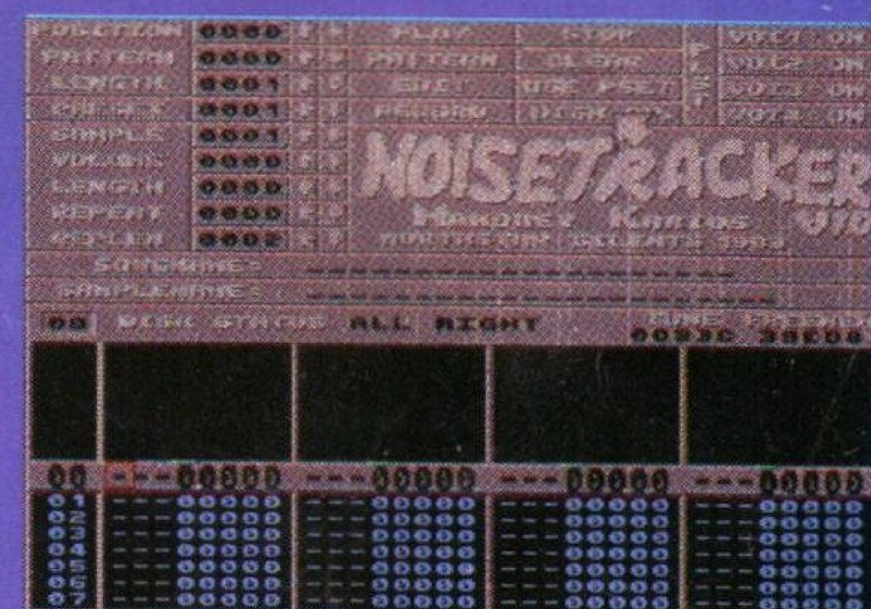
COVER DISK p17

Magic Pockets



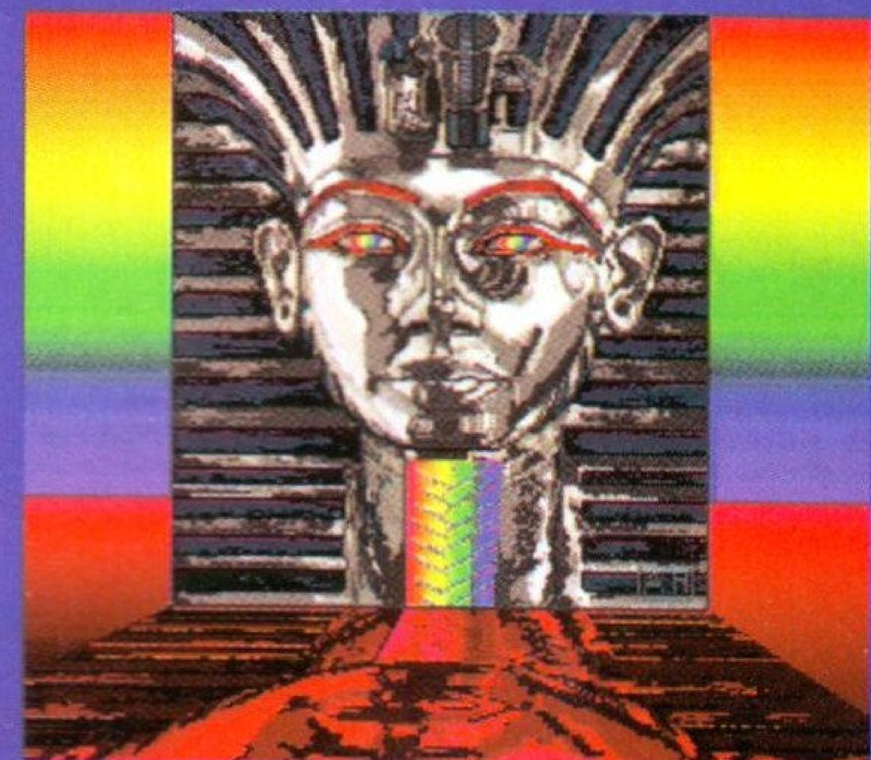
You've seen it on telly, now try it yourself! As ever, we bring you the top games in playable demo form. Check out Renegade's amazing new platform romp and stuff your magic pockets with goodies.

Making music with the Bitmaps



With the fabulous NoiseTracker and a heap of ready-made samples, there's everything you need to make your own tunes.

DPaint IV

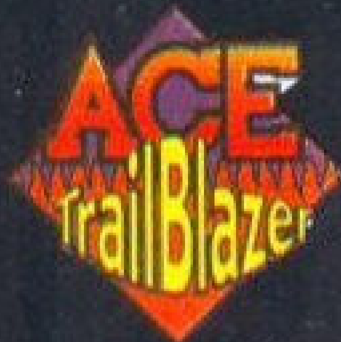


This is the big one! We bring you an exclusive demo of the year's biggest non-game release. Create your own 4,096-colour pictures with the amazing new HAM paint package from Electronic Arts and find out for yourself how good it is...

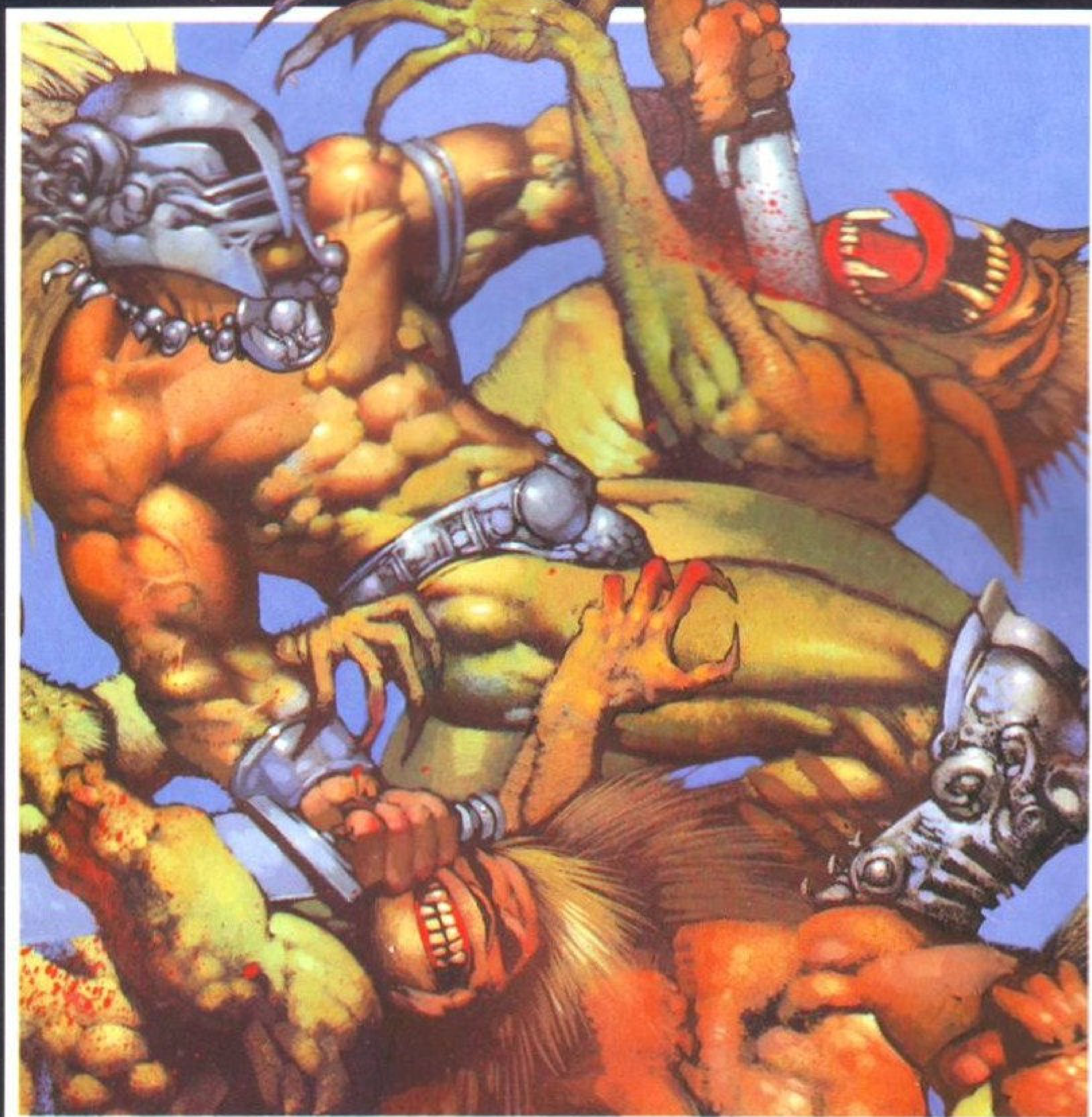


GODS

THE BITMAP BROTHERS

































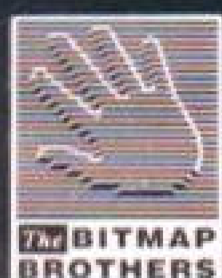




"Spankworthy"

Paul Ledbury – Oxon (Registered God)

Have you got what he's got ?





NEW AMIGA 500 BUNDLE THE STRONGEST EVER?

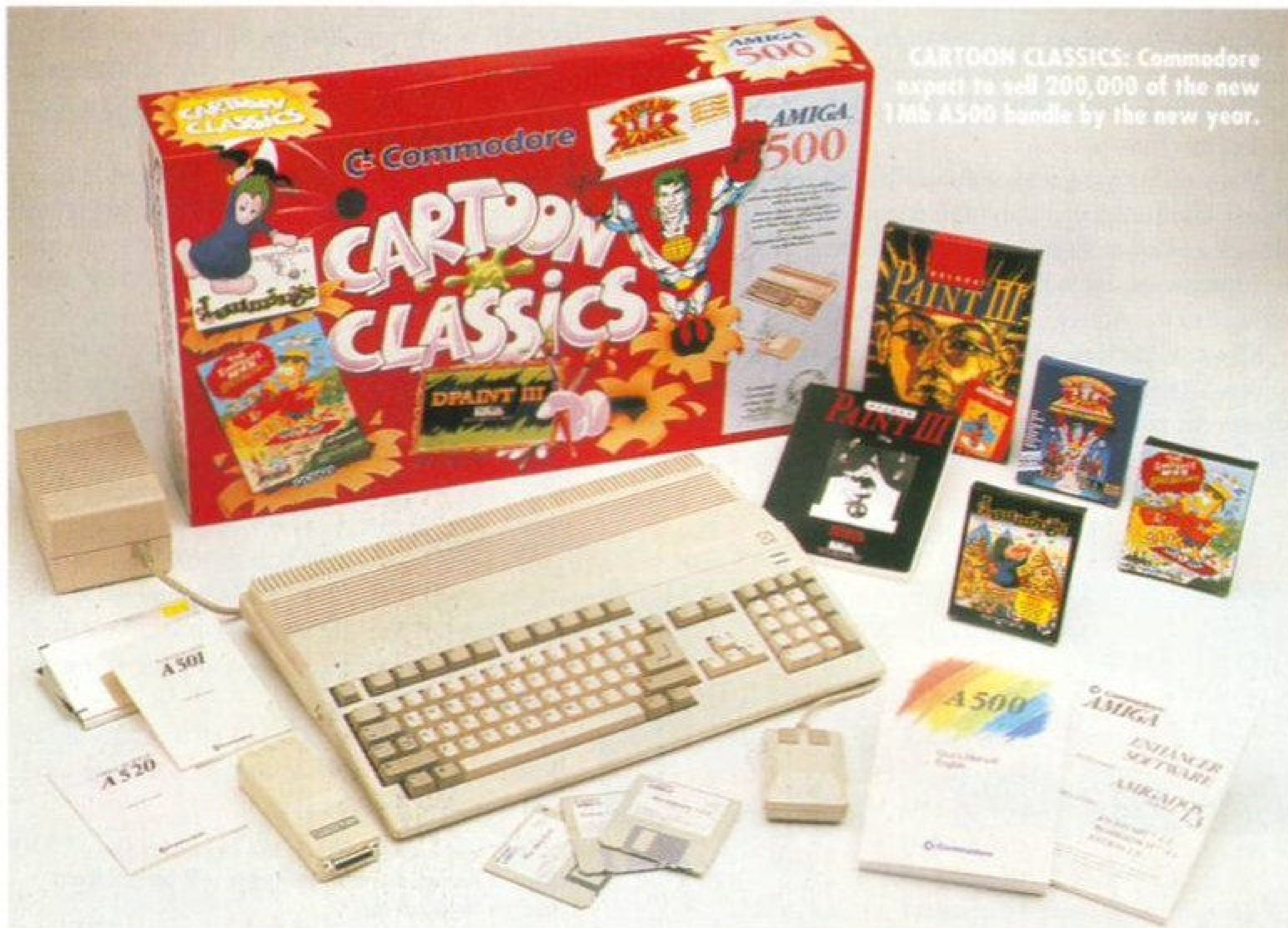
Cartoon Classics deal includes 1Mb, Lemmings, Bart Simpson, Captain Planet and Deluxe Paint 3

The new Amiga 500 'Cartoon Classics' bundle, which Commodore will be selling throughout this year, over the busy Christmas period and into the new year, is widely expected to be the strongest yet. But doubts have already been raised as to the appeal of the cartoon characters central to its success, and to the quality of the games based on them.

There is no doubt that the core of the deal is very strong indeed, with an expanded 1Mb Amiga (it includes the A501 RAM expansion at no extra cost) and, for the first time, *Deluxe Paint III*.

Electronic Arts' top-selling graphics package in its ultimate non-HAM version is an extremely powerful selling point: no doubt EA have decided to include it because the release of *Deluxe Paint IV* (see the exclusive first review on Page 22) has given them a possible upgrade market and because a 1Mb Amiga can make decent use of its features.

The fact that Psygnosis's hugely successful and widely-praised puzzle game *Lemmings* has been included is also cause to think that the bundle will shift in quantity. It's been received as the best game of the year in almost every quarter, making an impact and earning a reputation far beyond the normal computer scene, and may possibly even bring the Amiga a character which could do for it what Mario has done for Nintendo. *Lemmings* breakfast cereal, anyone?



CARTOON CLASSICS: Commodore expect to sell 200,000 of the new 1Mb A500 bundle by the new year.

But doubts have been raised over the other two games, licensed from the cartoon characters who are expected to make the same kind of impact that the Turtles made last year. Captain Planet, the ecologically-aware TV cartoon superhero who rushes around saving the earth with his amazing powers, has had an awful lot of hype from a Turtles-conscious media looking for this year's big thing.

If they are right, anything with the Captain's name on will sell big to a younger audience. But there are signs that Captain P will fail to live up to everyone's expectations: a straw poll that we carried out revealed that the character lacked the kind of street-wise appeal that made the Turtles a hit.

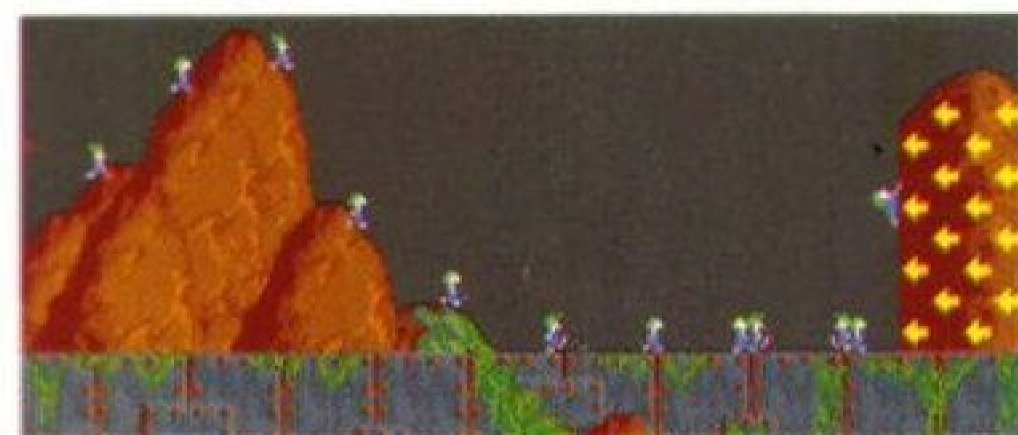
A further problem lies with the game itself, written by veteran Tony Crowther for Mindscape. The version of the game that appears in the box will be a different one from the one that actually goes on sale in the shops and has its flaws: it seems that the deadlines for inclusion in the Commodore bundle did not allow time to tweak the game to the levels of playability demanded by the sophisticated Amiga market. We've played the bundle version and it certainly lacks a spark.

Bart Simpson has no credibility problems and it looks likely that the cult hit cartoon will sell many a product over the next six months. But Ocean's conversion of the game seems to have hit problems, and rumours emanating from the Manchester software house give an impression of dissatisfaction at the quality of the game. With the reception that Mirrorsoft's *Teenage Mutant Ninja Turtles* got at the hands of the press (35% in *Amiga Format*'s review, for example) still all too fresh in the memory, Ocean will want to be very careful about releasing a less-than-satisfactory game. As ever, watch this space…

Despite the inevitable doubts over the quality of games from big-name licences, there is every cause for optimism over the prospects of the bundle as a whole. The free RAM expansion, the known quality of *Deluxe Paint III* and *Lemmings* and the lure of the year's two top names mean that every aspect of this bundle is an excellent selling point. We, and many other commentators, believe it will be the most successful Amiga deal to date.

Commodore confidently expect to sell 200,000 new Amigas in this bundle between now and the new year, which means we could go into 1992 with around three-quarters of a million Amiga owners across the UK.

And there is one other ray of sunshine for the Cartoon Classics bundle: each one sold will come with a free Special Edition of *Amiga Format*, introducing new users to all the delights of the Amiga.


Lemmings: **the big hit game of the year will help assure the success of the new Cartoon Classics bundle. It even looks possible that the cute green-haired chaps could begin to spin off into areas beyond computers.**


Captain Planet: **could turn out to be this year's duff licence.**



Steve Franklin, boss of Commodore UK: "The best bundle we have ever assembled".


Bart Simpson: doubts over the quality of the game.

AMIGA FORMAT TO ORGANISE BIGGEST EVENT OF THE YEAR

Amiga Format and Commodore combine to create the show of the year

November will be a big time for all Amiga owners. The two biggest shows for the Amiga, the Commodore Show and the Ami-Expo, have been combined under one banner and, what's more, *Amiga Format* will be in charge of making it the biggest and best show of the year.

Many of the details have yet to be confirmed, but our influence will be put into making the show not just an exciting place to be, but also a comfortable and pleasant experience. We've found at too many shows in the past that the people who attend somehow seem to be put low on the list of priorities. We want everyone to enjoy their day out this time around.

Many of the top games software houses including Electronic Arts, Mindscape, MicroProse and Psygnosis have already confirmed that they will attend, so you can expect to gain hands-on experience of the Christmas games releases as well as enjoying the glamour and glitz of their stands. We also expect a number of exciting new product announcements, including the UK launch of the Amiga CD-ROM drive, the gadget that will bring CDTV-style software to the Amiga.

Many events throughout the show will include question sessions with top programmers, the CDTV City where the new CD stuff will be shown, a games arcade so you can play all the top new releases, technical seminars and a multimedia theatre where experts will pass on advice about this growing field. There will even be a Christmas Shopping mall where you can actually buy the latest stuff.



The show will run from Friday November 15th to Sunday November 17th (trade-only day on Thursday 14th) and entrance will cost £6 for adults, £4 for under-14s. We've arranged a special discount if you book in advance – details next month – and everyone who goes will get a free show guide.

Last but not least, we'll all be there all the time so you'll be able to find us and have a bit of a chat. See you there!

All this and Earl's Court 2: the venue for the biggest Amiga show of the year will be the most modern in London.

CHANNEL 4 HOSTS GAMESHOW

Come on down for the first real gameshow on telly: a computer game show, that is! Channel 4 have commissioned a series of ten half-hour programmes under the name Gamesmaster, to start showing in January next year. The series will feature competitons between top players (whoever they are), reviews of new games, international sales charts and tips showing players how to crack the tricky bits of their favourite games.

BBC Scotland's game show Catchword has also received a boost from the Amiga, courtesy of Amiga Centre Scotland's Harlequin 32-bit colour card. The Amiga was used to produce animation links and graphics for the show, as well as stereo sound effects. catch the programme on BBC2 in the Autumn.

SNOOKER STAR'S CUE FOR SUCCESS!

The new 3D snooker game from Virgin, the creation of Archer MacClean, has received a boost with Jimmy White agreeing to lend his name to it (see Page 58 for the review). The game was already expected to be one of the best of the year, but is now assured of sales as well as critical success.



The picture shows Jimmy (left) getting a few tips from Amiga Format expert Trenton Webb: "See if you can hit them red ones in that big triangular bunch down there," advised Trenton...

CDTV GETS PURE GENIUS AND GOLF

The latest releases for the CDTV include the Guinness Disk of Records and a new golf game based on Accolade's existing Jack Nicklaus licence.

Launched in London just a couple of weeks ago, the Guinness Disk of Records will bring us all those facts and figures we already know and love in the multimedia form of digitised pictures, sampled sounds and speech and, of course, on-screen text. Rumours that it will also feature a digital Roy Castle are very much exaggerated.

Accolade's golf game will take an entirely fresh approach, being based around digitised images of a golf round. While this should give it stunning looks, it remains to be seen what it does to the playability.

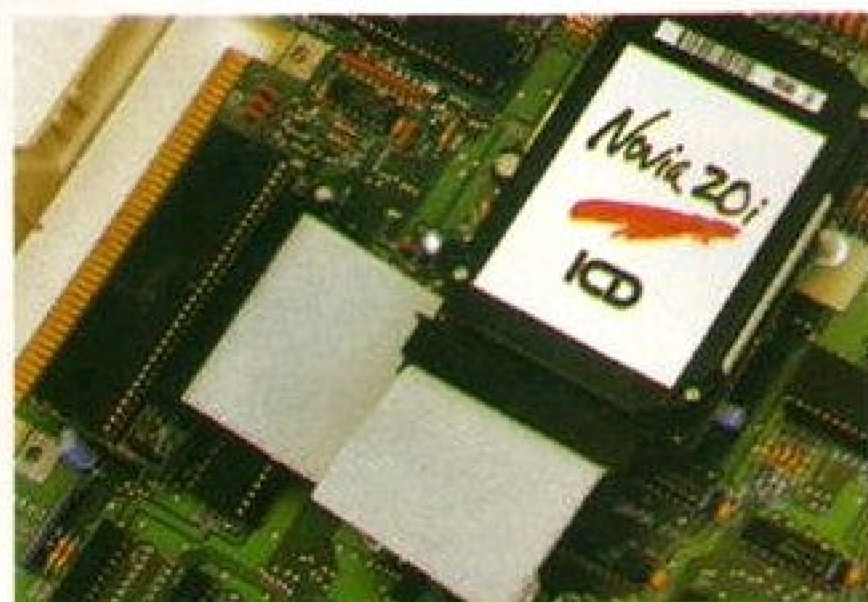
Another exciting CDTV announcement is that a third-party developer is to release a keyboard for the system, leaping in ahead of the official product.



The launch of the Guinness Disc of Records in London. The CDTV book will contain thousands of facts and figures presented with digitised graphics and sound.

ICD GET CARRIED AWAY WITH A500 INTERNAL HARD DRIVE IDEA

New high-storage drives make ultimate Amiga 500 possible



The Novia 20i is an internal hard drive for the Amiga 500: a useful, if very expensive, solution to A500 storage problems and unique... until now.

Not content with the new Novia 20i internal hard drive for the Amiga 500 (see News, last issue) ICD of America have now announced the release of a further range of hard disk drives that can sit snugly inside the Amiga where the internal floppy drive normally belongs.

While the Novia 20i is a two-inch disk that offers only 20Mb storage for £359 (it's available from Power Computing, 0234 843388), the new Prima series of drives are 3.5-inch units offering 52 or 105Mb of storage space. They are constructed using the latest in low-power 11 millisecond technology from Quantum, the name behind the best hard drive units. US prices are $650 and $900 for the Prima 52i and Prima105i respectively, but no UK prices are yet available (distribution should be via Power Computing, 0234 843388).

You will need 1Mb of RAM to use the drives, which are installed using a ribbon cable connecting to an AdIDE interface system which plugs in under the 68000 chip. Also included with each drive is a ShuffleBoard adaptor which allows an external floppy drive to be treated as DF0:, essential if you are to avoid problems booting from floppy disks.

Following the release of the Prima drives, ICD have had Americans drooling over their magazine adverts which feature the ultimate in Amiga 500s. It contains a 105Mb Prima internal hard drive, an AdRAM 540 giving 5Mb of RAM and a Flicker Free Video card to cut Interlace flicker. All we need now is a matchbox-sized power supply and you could have the ultimate A500 system and carry it around with ease! Estimated price of that lot: including the Amiga, round about £1900!



The arrival of the Prima series of A500 internal drives has brought a new level of power: 52Mb or 102Mb of storage space. But it costs...



Presents...

The Air Crew

GILBERT T.H.
"IT'S A GREAT BARGAIN WHICHEVER WAY YOU LOOK AT IT"

CAPTAIN COCKPIT
"ALL THIS ABSOLUTELY FREE, WHEN YOU SEND US £7.99

IMPULZE

STAN GROMMET
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	SPECTRUM	AMSTRAD	COMMODORE 64	ATARI XL/XE	AMIGA	ATARI ST
Championship Run					❑	❑
3D Grand Prix	❑					
American Football	❑					
Arcade Fruit Machine	❑	❑	❑	❑		
Arcade Trivia	❑	❑	❑			
Ball Blasta			❑			
Bionic Ninja	❑	❑	❑			
Blinky's Scary School	❑		❑	❑	❑	❑
Death Chase	❑					
Draconus	❑		❑	❑		
F1 Tornado	❑	❑				
Fantastic Soccer			❑	❑		
Full Throttle 2	❑					
Full Throttle	❑					
Jasper	❑					
Jocky Wilson's Darts	❑	❑	❑	❑	❑	❑
Kick Box Vigilante	❑		❑			
Las Vegas Casino	❑	❑	❑	❑		
Mazie		❑				
Mirax Force				❑		
Mountain Bike Racer	❑		❑	❑		
Ninja Commando	❑	❑	❑	❑		
Para Academy	❑	❑	❑			
Para Assault Course	❑	❑	❑			
Phantom				❑		
Pro Go Kart Simulator	❑					
Psi-Droid			❑			
Rally Simulator	❑	❑	❑			
Sidewinder				❑		
Spaghetti Western	❑	❑	❑			
Speed Ace				❑		
Turbo Skate Fighter	❑					
World Soccer	❑	❑	❑	❑	❑	❑
Zybex	❑		❑	❑		

THE AIR CREW

To join *Captain Cockpit, Norman the Navvy, Gilbert Terracotta-Hatchbatch, Stan Grommet & the rest of the AIR CREW* pick your FREE GAMES by ticking the boxes, complete this form, and send a cheque or postal order for **£7.99 (£8.99 overseas)** made payable to **Zeppelin Games Limited** at **The Air Crew**, P.O.Box 17, Houghton-le-Spring Durham DH4 6JW.

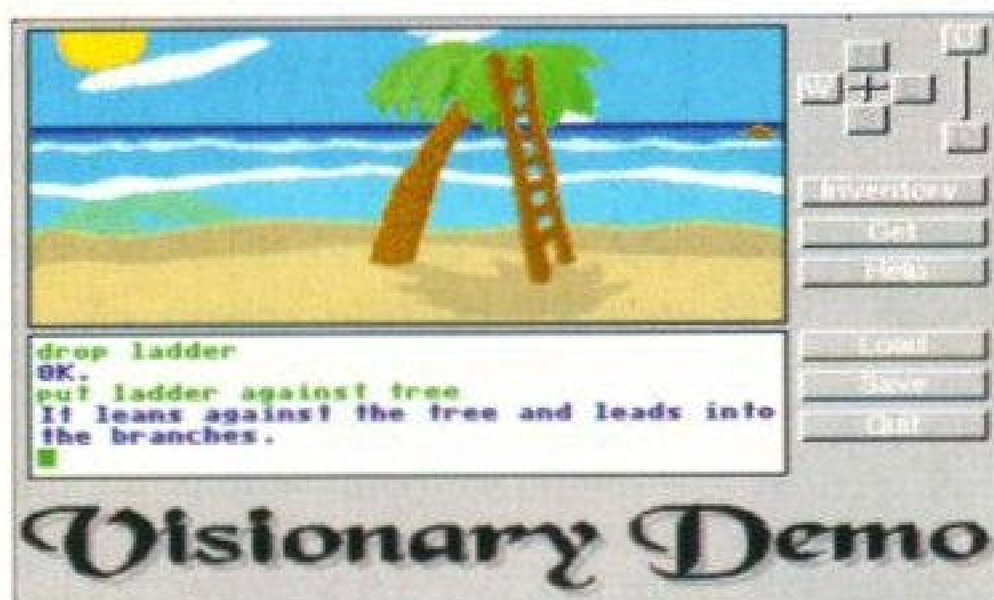
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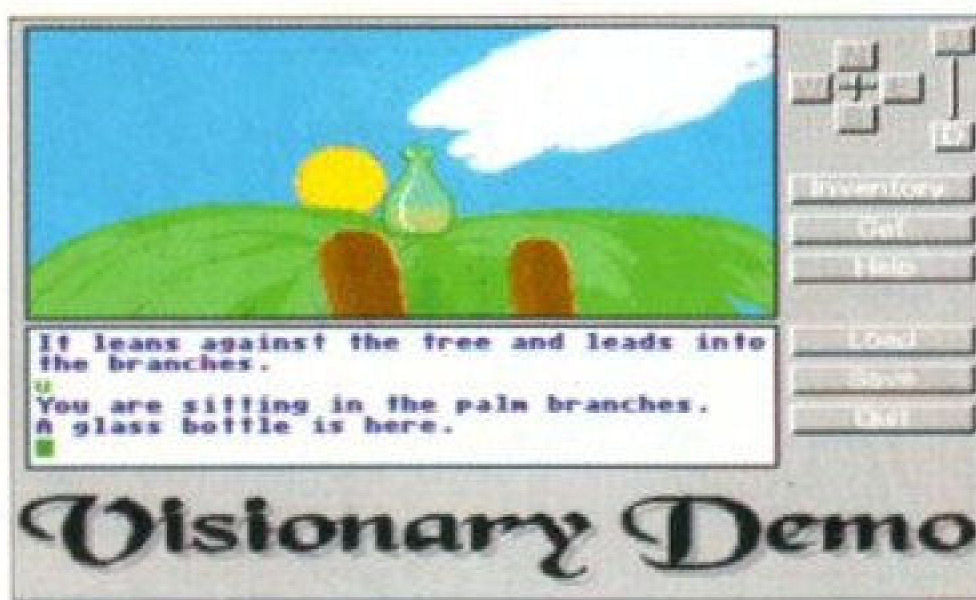
______________________ Postcode: __________

DOB: __/__/__ Computers Owned: ❑ Spect ❑ Amst ❑ C64 ❑ XL/XE ❑ Amig ❑ ST ❑ PC ❑ Console

GAMES CREATOR SEEKS ADVENTURE FANS WITH VISION

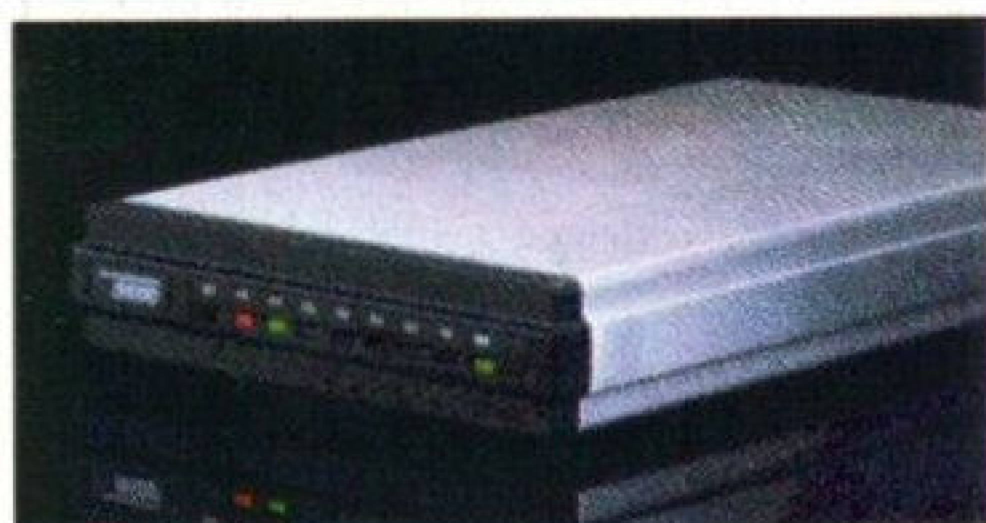


Visionary is the new adventure-creating system from Oxxi-Aegis. Early demos give you an idea of the system.



The adventure is presented graphically, but graphic interaction is limited to a few buttons. Text does the rest.

There's been a revival in the DIY games scene lately, with the release of the excellent *3D Construction Kit* from Domark to let you make your own Freescape-style games and the various extensions and improvements to AMOS, Mandarin's game-orientated Basic programming system. But there's been nothing for adventure fans – until now. *Visionary* is a new game creation system aimed especially at adventure gamers and produced by Oxx-Aegis of America, best known in this country for the HAM animation and paint package *Spectracolour* and the sound sampling software *Audiomaster*. *Visionary* is a simple system for putting together your own graphic adventures and the nice thing about the system is that it allows graphic 'point-and-click' interaction as well as having a powerful text parsing system. Full review soon.



TURBONUTTER MODEM

Possibly the fastest modem ever to hit the market, this is the Supramodem 9600. It has V.32 and V.42 bis support, allowing it to transfer data at rates up to 38,400 BPS. If you want the fastest modem ever, phone Surface UK 081 566 6677.

TROUBLE BUYING PIXEL 3D?

If you're having any trouble getting hold of a copy of *Pixel 3D*, the bitmap-to-3D converter featured in the last issue, we recommend that you go to the guys who import it. Contact Comp-U-Save on 081 848 7398.



Pixel 3D: great for converting bitmap images to 3D.

SHARP PRINTER PRICES

If you were fascinated by the DTP feature in the last issue and rushed out to find a Sharp printer like the one we used, you should note that the prices we quoted for Sharp printers in the feature were actually incorrect. Please telephone Silica on 081 309 1111 to find out the correct prices.

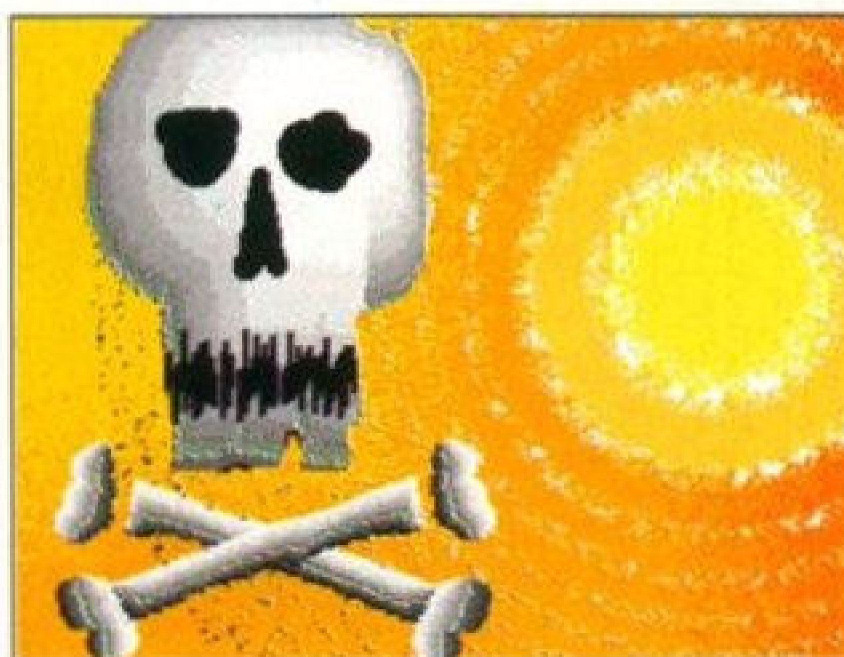
SHARP SCANNER NEWS

This is a real Stop Press, this one, but we've just had details through from ASDG in America of their new *Professional Scanlab II* package that will allow you to use the Sharp range of scanners from the JX-300 right up to the JX-650. It provides a full WYSIWYG interface on the Amiga 2000 or 3000 for full-colour scanning and is compatible with *Art Dept Pro* (see Pages 124-5). For details either phone ASDG America on 0101 608 273 6585 or wait till next issue.

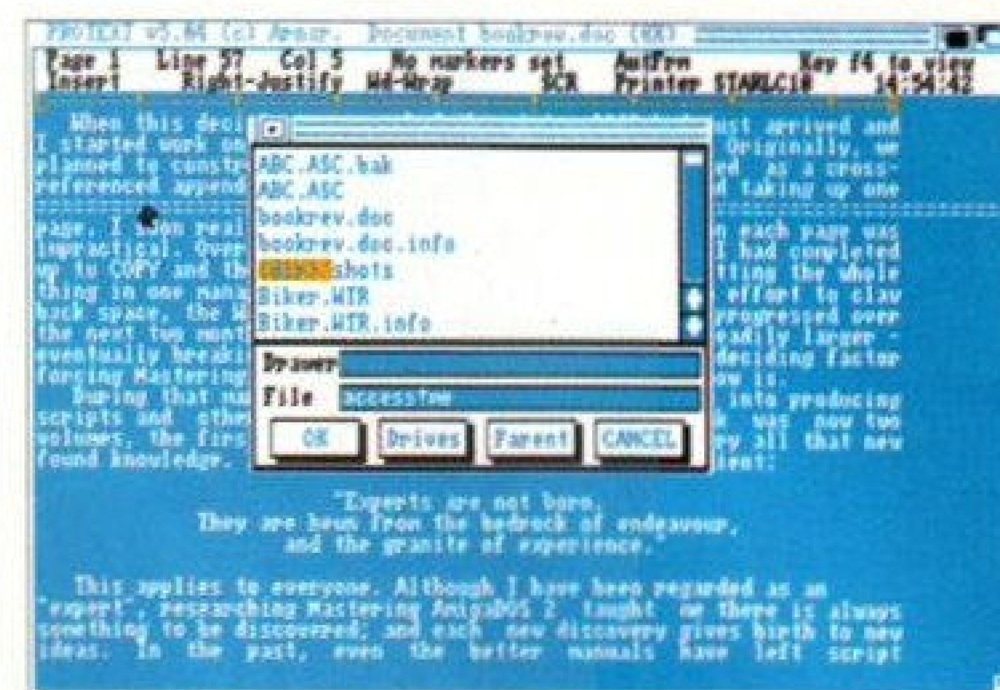
PIRATES STUNG BY FAST SUCCESS

Continuing their camapaign against piracy, the Federation Against Software Theft (FAST) have announced the successful prosecution of a computer dealer in the midlands, who was copying leisure software in his shop. The man received a sentence of three months' imprisonment.

We've recently heard of many cases of newly-released games being sold in pirated versions, and it is this kind of large-scale commercial piracy that FAST is out to prevent. During the month of June sixteen raids in England and Wales netted a total of over 10,000 illegal disks. FAST's only problem may be that in some cases they're up against the kind of people who solve problems by hitting them over the head with half a brick...



NEW PROTEXT ANNOUNCED

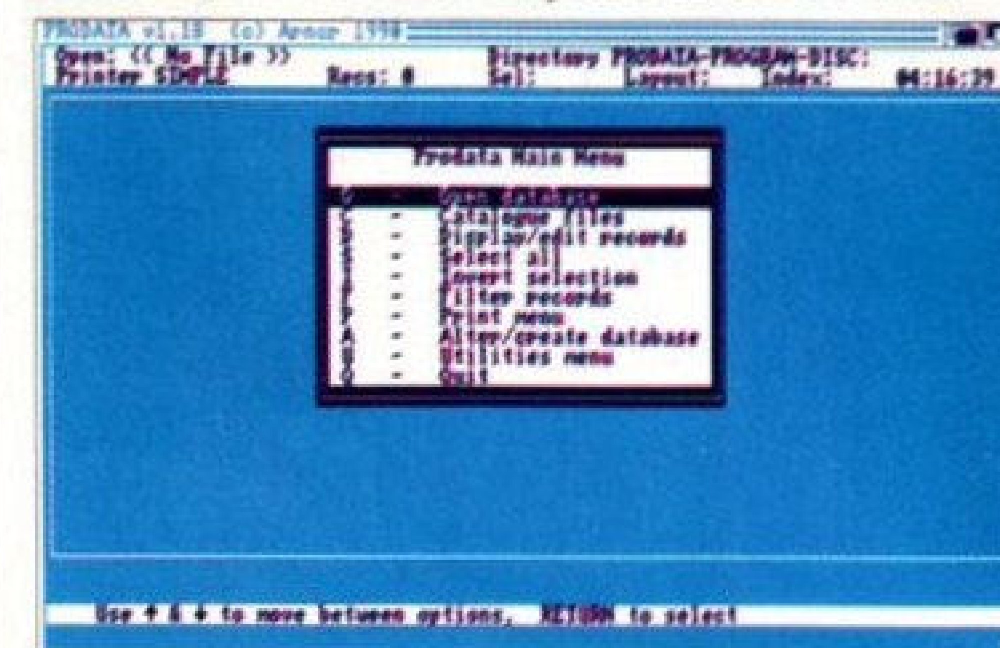


Protext 5: now updated to Version 5.5. The main addition is a thesaurus, but there are other tweaks too.

Arnor have once again upgraded their top-flight word processor *Protext*, taking it to version 5.5. The major improvement is the inclusion of the long-awaited and much-needed thesaurus. Based on the *Collins Pocket Thesaurus*, this will offer writers the choice of 827,000 alternatives picked from 43,000 head words – cross referenced by type and usage.

Other improvements and fine tuning include an option to run the program in a custom screen; automatic hyphenation; widow and orphan control; analysis of text by word redundancy; viewing of files by date and size; and mail-merge linked directly to the database *Prodata*. The spelling checker has also been enhanced to catch simple grammatical errors such as repeated words ("the the spelling...") and lack of capital letters at the start of sentences.

Protext 5.5 will retail at £152.75, with upgrades costing £30 from version 5 and £60 from 4.3 or 4.2. But is Protext getting too expensive? Arnor's Doug Thompson commented, "Since the early days, Protext has been the 'writer's choice'. At the expense of fancy graphics it offers speed when manipulating even a very large document, logical keystrokes, and a wide range of other facilities such as allowing the user to modify or create printer drivers." Expect a full review soon.



ProData is also revamped and improved with the release of Version 1.2, finally gaining pull-down menus.

An upgrade of *Prodata* has also been announced. The new version 1.2 offers enhancements such as pull-down menus, control from either mouse or keyboard, label printing, automatic record numbering and a merge database facility. Prodata 1.2 costs £ 99.88. An upgrade for 1.1 users is available for £35.25.
Arnor 0733 68909

CLEVER CARD

Here's a sensible idea: you can now buy blank cardboard keyboard overlays and write in your own key codes on them. It's dead useful for remembering the key commands of anything from paint programs like *Deluxe Paint* to flight sims like *F-19 Stealth Fighter*. The overlays are already cut out and fit neatly over the keys: they come in packs of five for £5.
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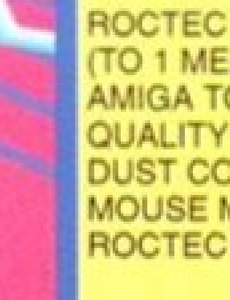
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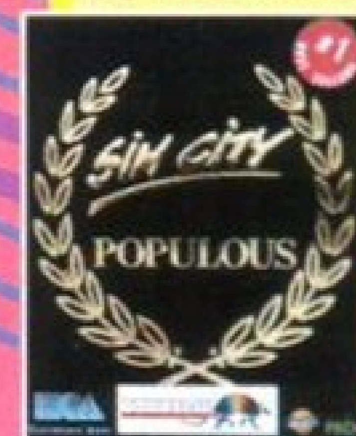
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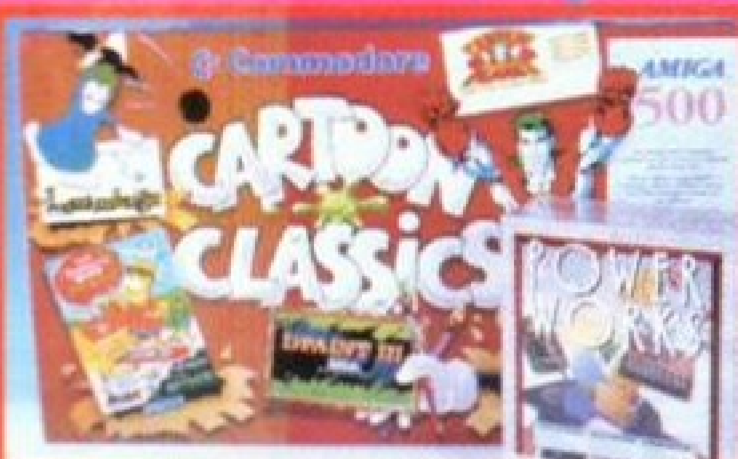
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CoverDisk

This has to be one of the most exciting Coverdisk line-ups ever! Paint HAM pictures as you try out the biggest non-games release of the year, play the latest corker from The Bitmaps and enlist their help to make your own music. Here's how to use the disk...

Deluxe Paint IV

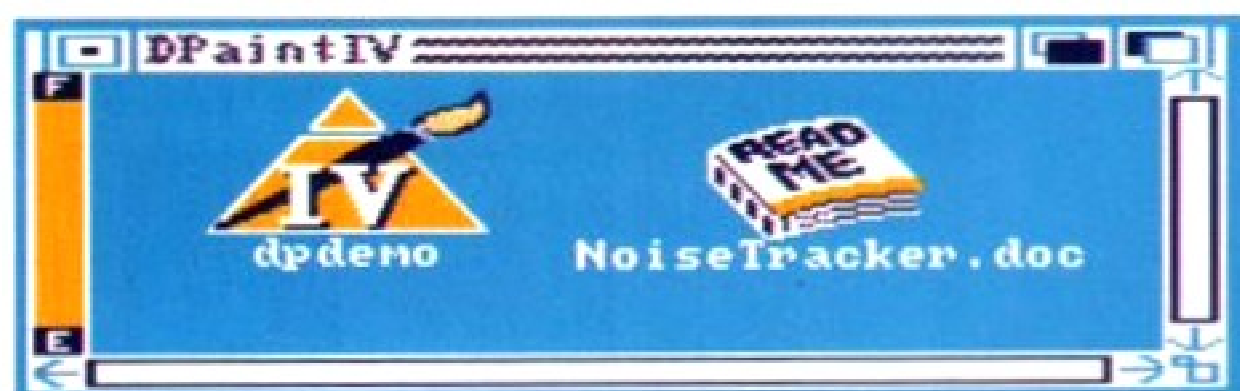
The full guide to creating your own HAM pictures and animations is on p26

Electronic Arts

The latest version of EA's top paint package is probably the biggest non-games release of the year. Exciting new additions help you use the 4,096 colours of HAM to the full, providing a heap of new palette tools and multi-colour drawing techniques.

The exclusive Coverdisk demo contains most of the program for you to use, but naturally a few features have been omitted. You can't actually access the range-setting option and all loading-and-saving operations have been disabled.

In order to bring you this exclusive peek, we have a rather early version of the excellent *Deluxe Paint IV* and you have to be a bit careful of one thing. In order to operate windows, such as file requesters, properly without causing the machine to hang up, make sure that the program has finished drawing the box on screen and is ready for your input before you try to do anything. If you don't, the program may decide it doesn't like you and go off in a sulk! Note that the demo will only work properly on machines with 1Mb or more.



GETTING STARTED

You'll need to load your Workbench disk to access the *Deluxe Paint IV* demo. Once Workbench has loaded, insert the Coverdisk in the drive and double-click on the disk icon. When the window appears, double-click on the Deluxe Paint icon and the program will load. Now turn to Page 26 to follow the step-by-step guide to using the program!

Magic Pockets

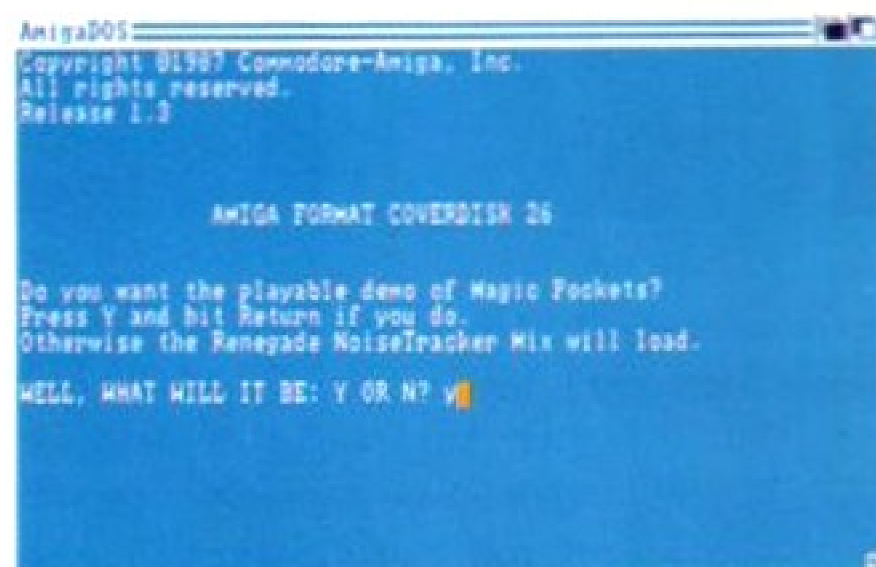
Find out how to control the Bitmap Kid and guide him to his bike on p32

Renegade

The Bitmap Brothers have a reputation for creating excellent games. The first release on their independent label, Gods, was a huge hit... and it was also an amazing *Amiga Format* Coverdisk 22 demo. Now we bring you another exclusive playable demo, the second Renegade release, and it looks set fair to be as big a hit as the first.

Magic Pockets is the game that was featured on ITV's *Motormouth*, where players phoned in and shouted instructions to make our hero, The Bitmap Kid, move around the screen. With all that experience, the game has been massively improved: and controlling it with a joystick is a hell of a lot better too!

The one thing you ought to know before you start is don't plug in an autofire joystick: the weapons system relies on you being able to hold down the fire-button.



GETTING STARTED

To load *Magic Pockets*, turn on your Amiga and insert Coverdisk 26 when the Workbench prompt appears. After a few seconds a menu will appear offering you the choice of all the goodies on the Coverdisk. Type in a Y and press the Return key for *Magic Pockets*.

Some wild colour lines will flash about the screen, but don't panic: it's just the game decrunching. After 30 seconds you'll see the intro screen. You are now in demonstration mode, so press Fire to start the game with you in control. Turn to Page 32 to find out how to control the Bitmap Kid as he wanders through his pockets!

NoiseTracker and Bitmap Samples

Mahoney and Kaktus, Northstar and Silents

Bitmap Samples by Richard Joseph

A complete guide to making your own musical masterpiece appears on p36

You couldn't ask for a more straightforward way of creating your own music. Richard Joseph, the man who creates the music for the Bitmaps' games, has created a backing track using the PD sample sequencer *NoiseTracker*.

NoiseTracker is a sample sequencer: it lets you create songs by playing samples from the Amiga's keyboard, recording them as you go and then, when you're happy, saving your tune onto disk. To get you going, Richard has also provided a set of samples which are edited and prepared, all ready for you to set about making your own tunes.

The only minor drawback with the program is that it will only work with Amiga 500s. Apart from that, it's excellent for playing around with.

GETTING STARTED

To load *NoiseTracker*, turn on your Amiga and insert Coverdisk 26 when the Workbench prompt should appear. After a few seconds a menu will show offering you the choice of all the goodies on the Coverdisk. Type in an N and press the Return key to choose NoiseTracker. Wait for just a few seconds and the program screen will appear. Now you're all ready to mix some sounds: turn to Page 36 to find out which buttons to press!

Note that there is also a 'read me' instruction file with the program. You'll need to load your Workbench disk to access it. Once Workbench has loaded, insert the Coverdisk in the drive and double-click on the disk icon. When the

Using Your Coverdisk

1. Always write-protect your disk. Move the tab so a hole is showing.
2. Copy the Coverdisk and use the copy, not the original. This may sound like a complicated task suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.
3. Read the instructions when using the programs.

Backing up your Disk

First turn on your machine and load Workbench (one of the disks everyone gets with their Amiga). Once the Workbench screen appears and the drive light goes out, remove your Workbench disk and insert the Coverdisk. Once the drive light has gone out your screen should look like this screen.



1

Next, move the mouse pointer to the Coverdisk icon and click once with the left mouse button – the icon will highlight. Press the right mouse button and keep it down. The words 'Workbench', 'Disk' and 'Special' will appear at the top left of the screen. Move the pointer to the word 'Workbench', and a menu will drop down. Select the 'Duplicate' option: you should have got this far.

2

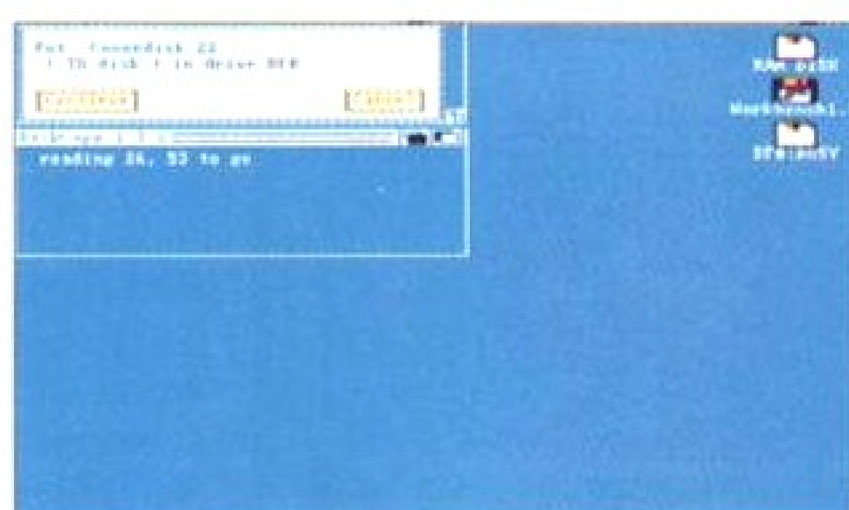


The computer will ask you to insert the Workbench disk again – it needs to read the command to copy disks. After you've done this, a boxed message (a requester box) will appear, asking you to insert the source disk. Insert the Coverdisk once again and click on the 'OK' option with the left mouse button.



3

After the computer has read part of the Coverdisk, it will once again display a requester box asking for the destination disk to be put into df0:. Put the disk that you want the Coverdisk copied to in the drive. This procedure of swapping disks will continue until all of the disk has been duplicated.



4

Eventually, you will end up with two Coverdisk icons, one has the name 'Copy of Coverdisk 22'. Click once on this with the left mouse button to highlight it. Bring down the 'Workbench' menu again (by holding down the right mouse button and moving the mouse pointer to the top left) but this time select 'Rename' from the menu. Let go of the right mouse button to select the Rename option.

5



The name of the disk will appear in an elongated box – you don't need to insert Workbench again because the Rename command is built into the machine. Press the 'Del' key (which is next to the 'Help' key) to remove the 'Copy of' part, and press the Return key to make the computer put the new name to copy.



6

Disk not working?

We duplicate over 180,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if your Coverdisk is faulty, you should send it back INCLUDING AN SAE for a free replacement within a month of the cover date to:

Amiga Format September Disk
Disk Copy Labs
Unit A, Westmarch
London Road
Daventry
Northants
NN11 4SA

Remember to include that stamped, addressed envelope!

The easy Way

There is another way to back up your disk, but because it involves using the typed-in instructions of the CLI or Shell, a lot of people are wary of it. Don't be! simply follow this step-by-step guide and you can't go wrong!



1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



2 When the Shell window appears and the drive light is out, type in:

`Diskcopy from DF0: to DF0:`

and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the "Destination" disk. Put the disk you want to copy your Coverdisk onto in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:

`endcli`

to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We have done our best to check that the programs on the Amiga Format Coverdisk are simple to use and have no known viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

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- ☐ Novelty
- ☐ Technical tool
- ☐ Art program
- ☐ Educational
- ☐ Other

Brief description..

....

....

Checklist **(please tick):**

- ☐ Stamped-addressed envelope for return
- ☐ README.DOC explanation file on disk
- ☐ Printout of README.DOC file (if possible)
- ☐ Name, address, machine type written on label
- ☐ Disk certified virus free

IMPORTANT Please sign this declaration:

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Signed ....

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Date..

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If you've got any programs which you think other readers would find useful, interesting or amusing, we'd very much like to know about them.

1. Make sure your program is simple and fool-proof to use. Test it for all those bugs which you are sure you fixed: there are always more.

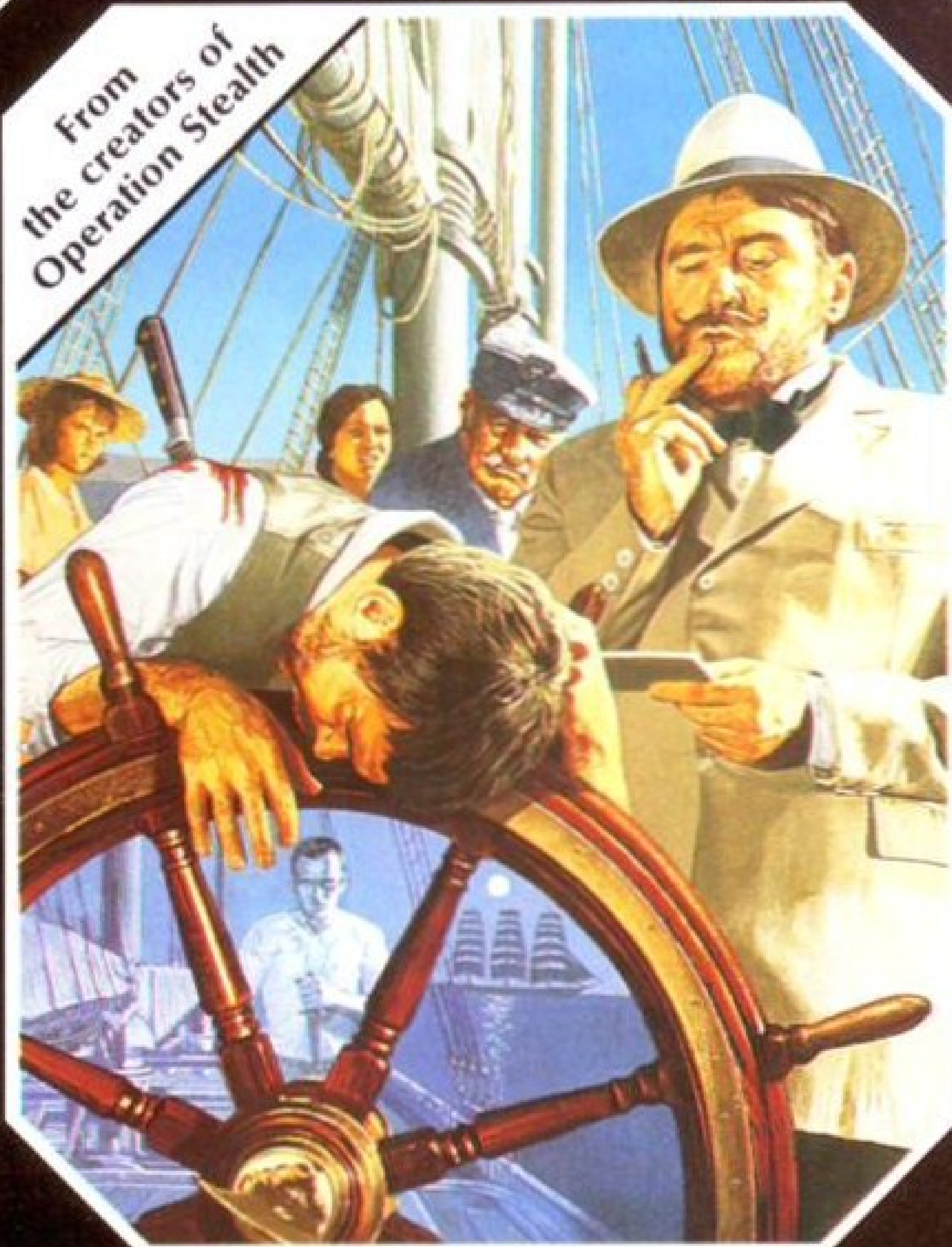
2. Create a file called README.DOC on the disk which explains exactly how to use your program. Try to make it humorous and informative – a good README.DOC gives a program a better chance of going in.

3. Fill in this form, sign it, and send it, with your disk (and a print-out of the README.DOC file if possible), to: Coverdisk Software, Amiga Format, 30 Monmouth Street, BATH BA1 2AP. You could win a share of up to £1,000 in prize money.

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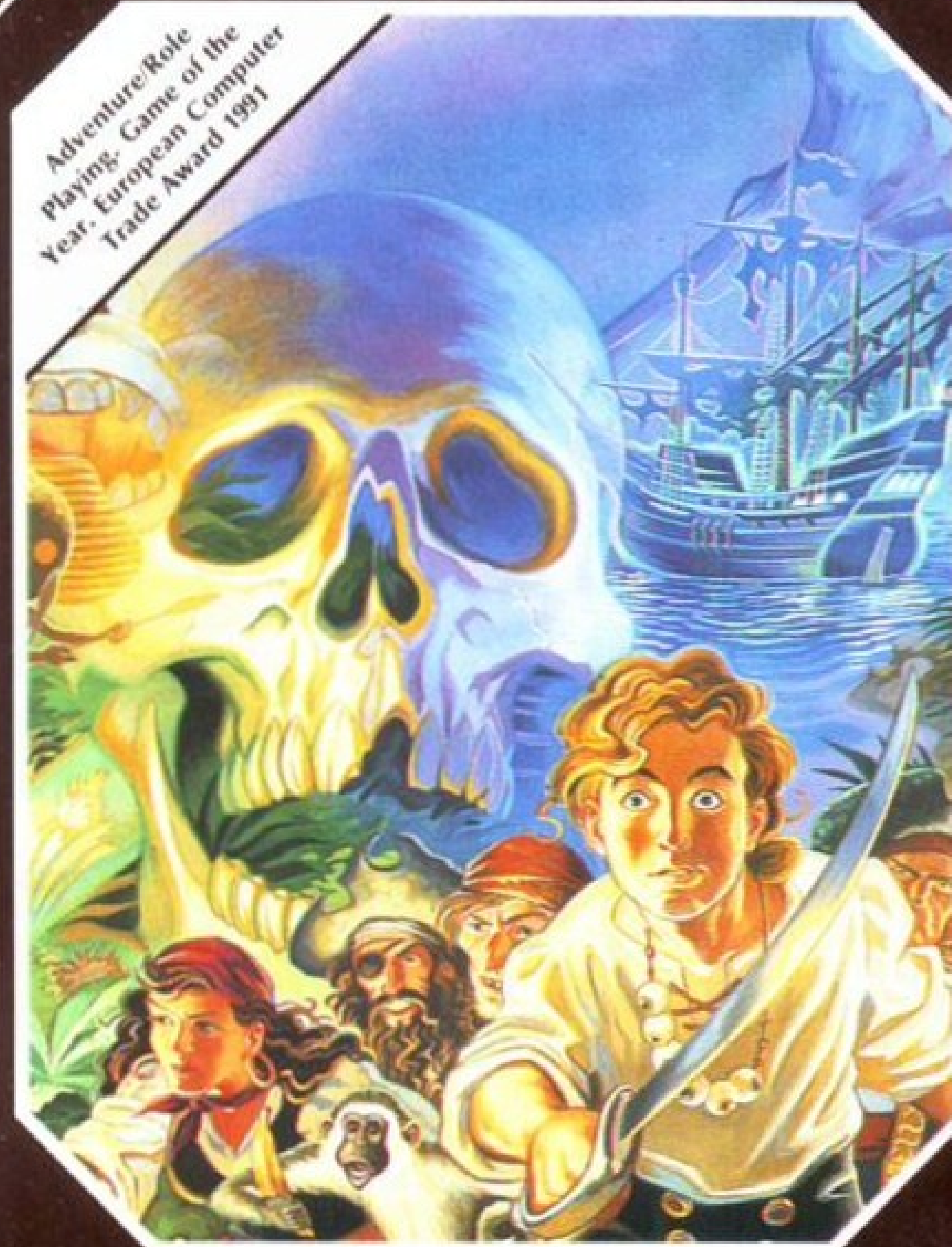


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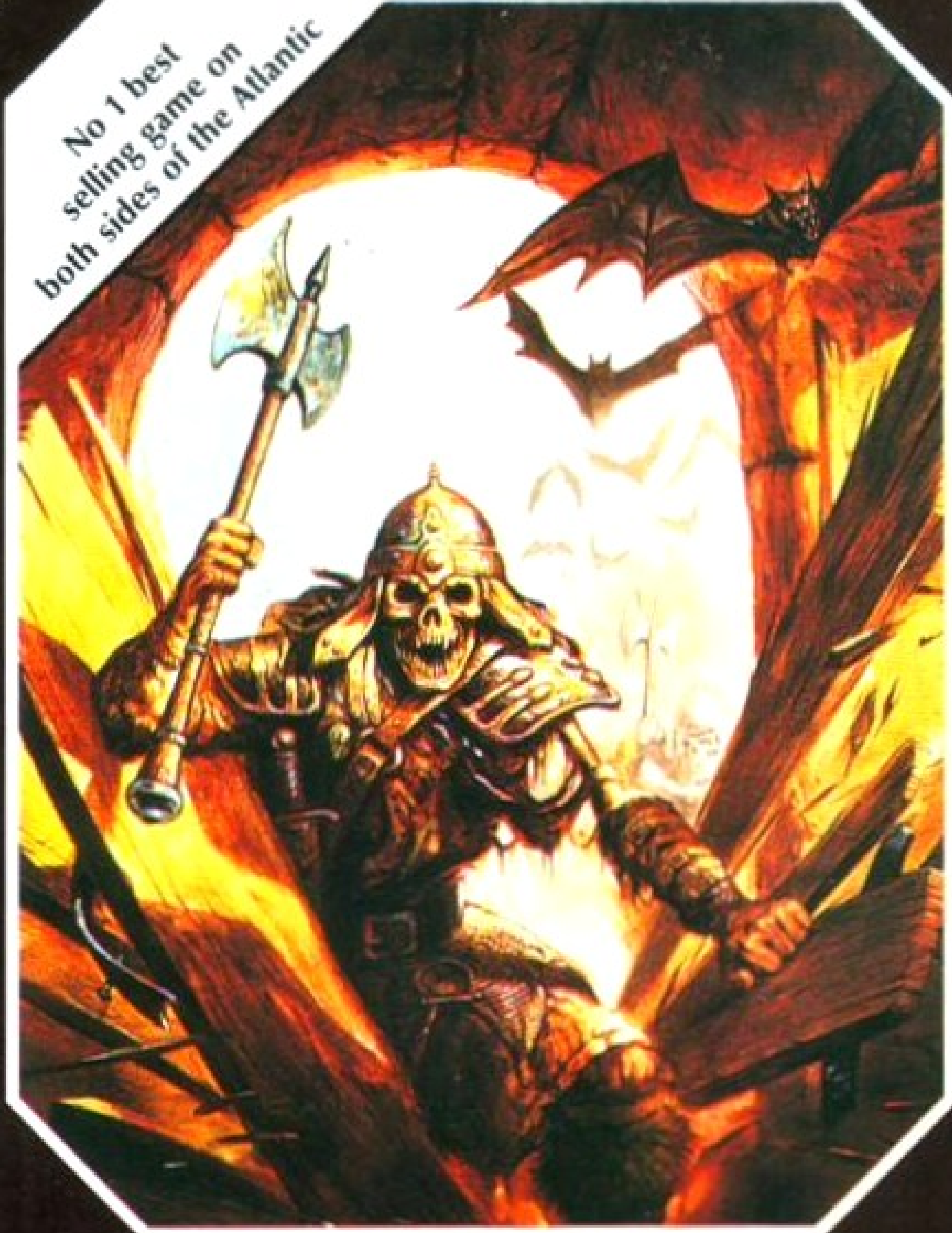
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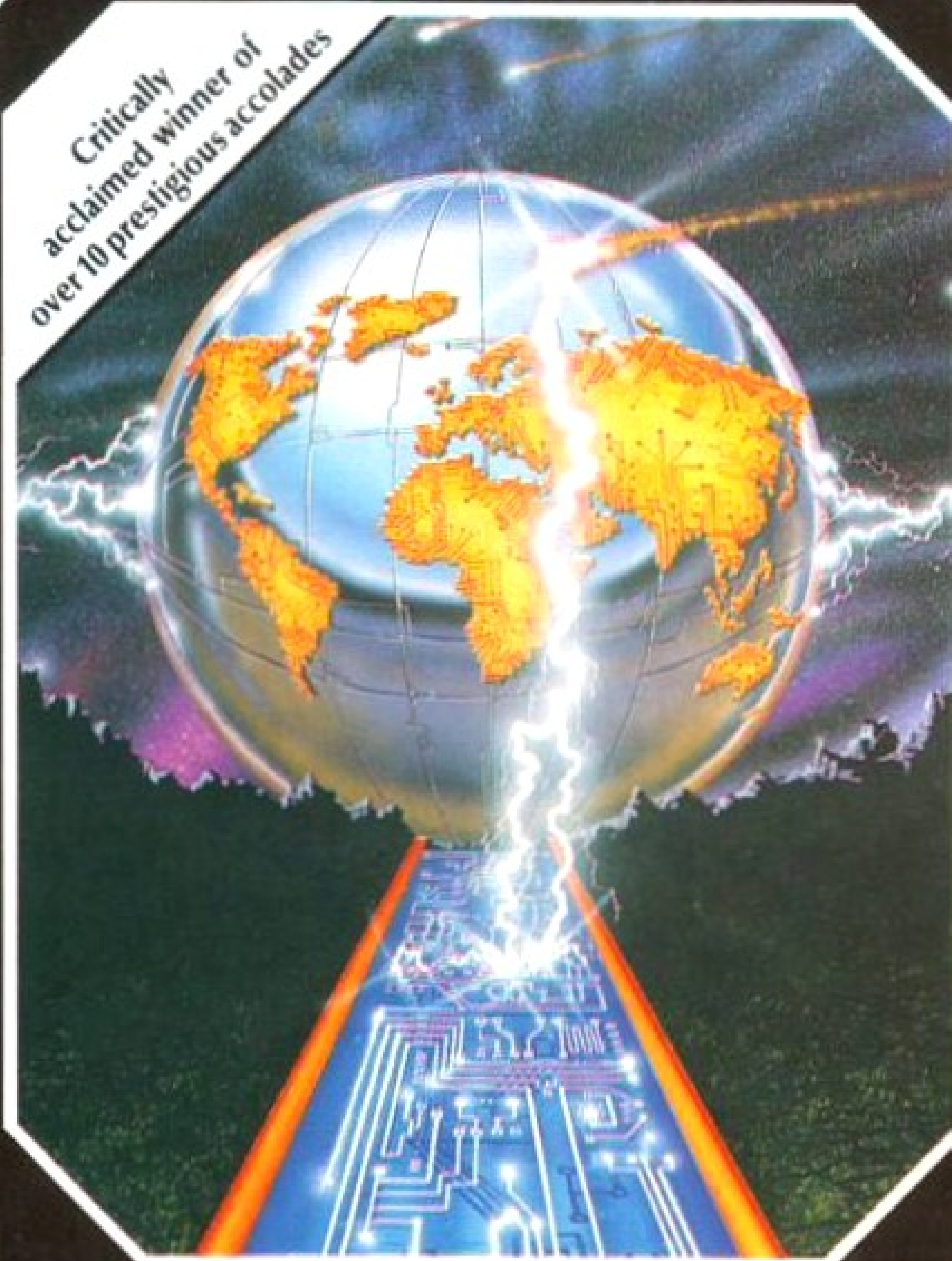
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NEED HELP? CALL THE **GOLD PHONE** HINTS & TIPS LINE

After previews galore in the computer press, Amiga Format can now bring you a full review of the long-awaited update to the highly successful Deluxe Paint series. **Maff Evans** sharpens his bitmap pencil and gets his digital paintbrush ready to start creating some HAM masterpieces.

Deluxe Paint IV

Multi-mode Art and Animation Package

£89.99 ■ Electronic Arts

DELUXE PAINT HAS long been considered the industry standard as far as paint packages are concerned, with *Deluxe Paint III* being used by more Amiga artists than any other program. However, even *DPaint III* had one serious limitation: the lack of HAM mode support. If you wanted to create 4,096 colour pictures, then you had to use something like *Digipaint* or *Photon Paint*. Now these programs are all very well, but the problem is that they ONLY work in HAM mode, so you can't create standard 32-colour pictures or work in high resolution.

Now those days of swapping from program to program to create artwork will disappear thanks to *Deluxe Paint IV*. The latest version of Electronic Art's superb art package not only gives you the ability to create and animate HAM pictures, it also supports all the other screen modes, including super-bitmaps and overscan screens.

In theory, this ability should make *DPaint IV* one to watch, so let's have a look at some of the new goodies.

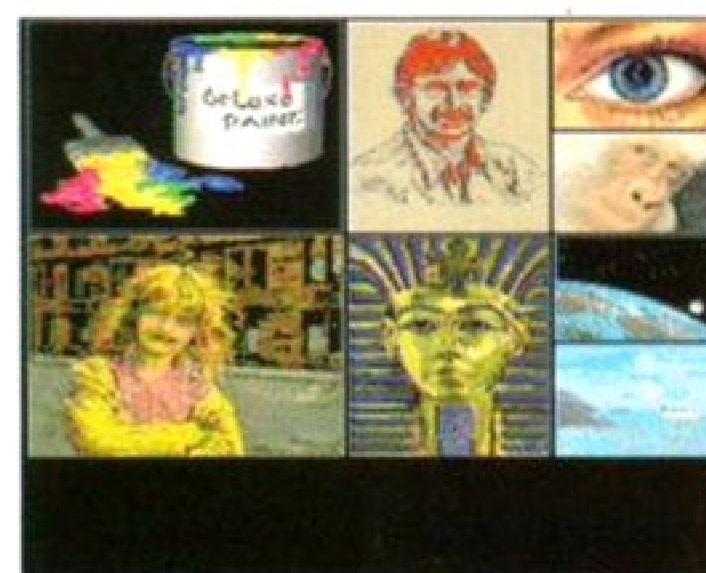
PAINTING

The ability to work in all screen modes isn't the only refinement that *DPaint IV* has to offer. There's much more. Much MUCH more. A number of the changes have been implemented to allow you to get the most out of HAM painting, such as improved colour mixing and a rather ingenious way of creating colour ranges.

Mixing colours can still be done via the old red, green, blue values and hue, saturation, valence sliders to create shades, but when your working with a 4,096 colour palette this may



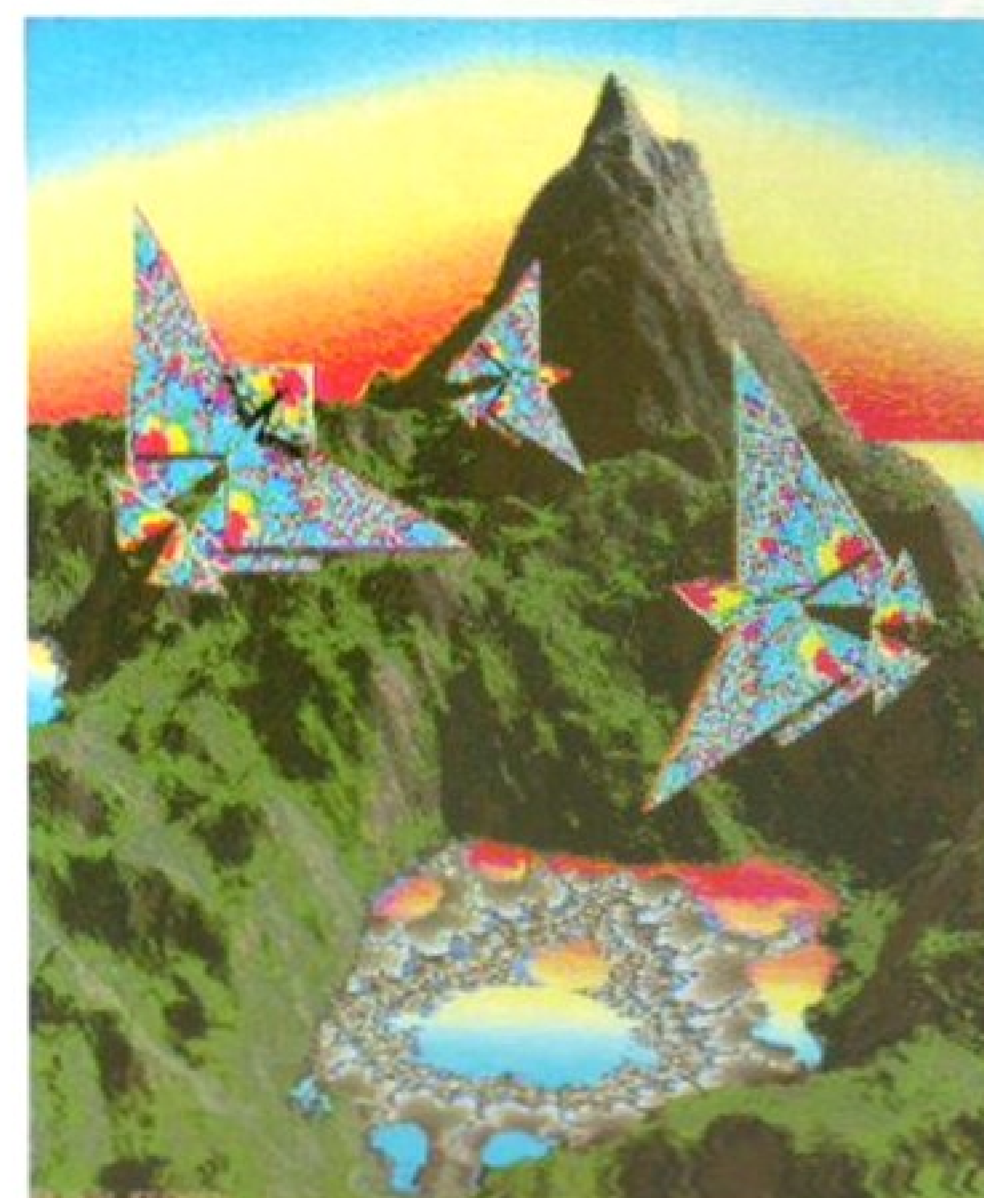
This colourised picture of King Tut shows just what is possible with over 4,096 colours at your disposal. Just think, people were amazed by the original a few years ago!



This retrospective work shows the developments that *Deluxe Paint* has gone through over the past six years.



What better use of the Contour fill than to draw a map? This shows the subtle shading and colouring effects that are possible with this simple to use system.



FAR RIGHT: Using HAM mode, this picture combines a Mandelbrot, a fractal landscape and a tint to stunning effect.

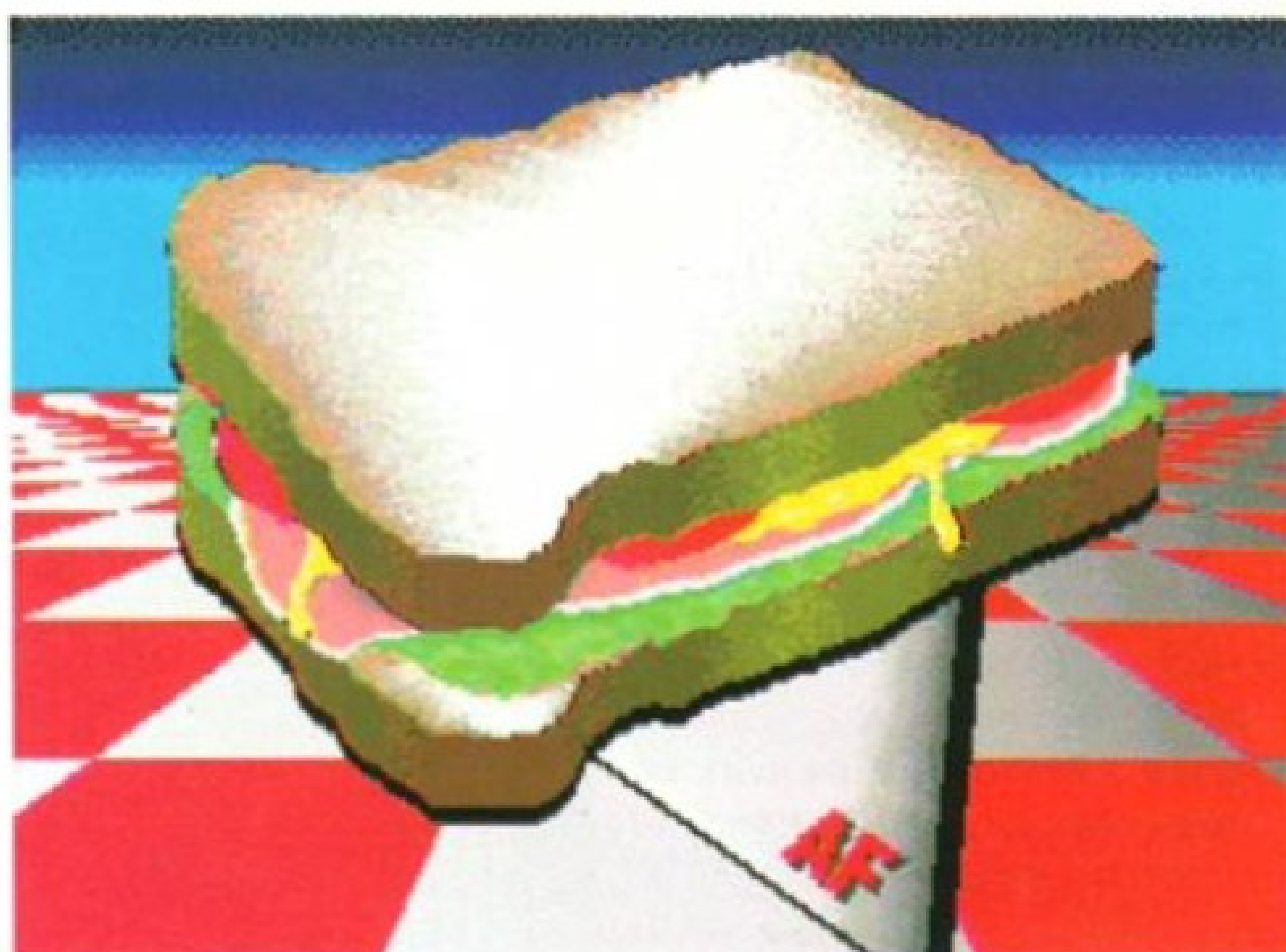


not be enough. What you can now do is draw colours directly on a mixing plate to create a new shade and plonk it wherever you want in your palette.

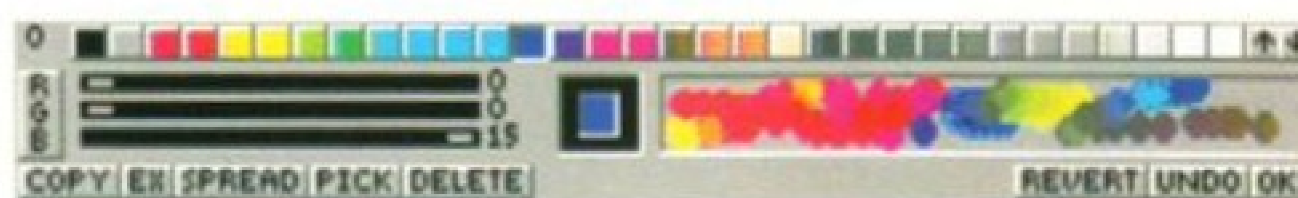
Setting colour ranges is far more friendly on the new version. Instead of just marking start and end points within your palette, you take your start and end colours from anywhere and place them on a range bar. The program then takes the start and end points and picks the required number of in-between shades to create the range.

Another useful point worth noting about the new palette and range control is that you can mess around with them and still draw on the screen with the windows active. This means that you can test out your dabbling before your committed to using the settings.

So once you've got your colours sorted out and your ranges set up, what can you do with them? Well *DPaint IV* has taken the idea of gradient fills and gone berserk. As well as horizontal and vertical gradient fills, you can create line shading, contour gradients, highlights and concentric circle fills. All these effects are created by taking the filled shape you draw and calculating the positions of the edges. It then uses the current range to create a graduated tint across the surface of the shape.



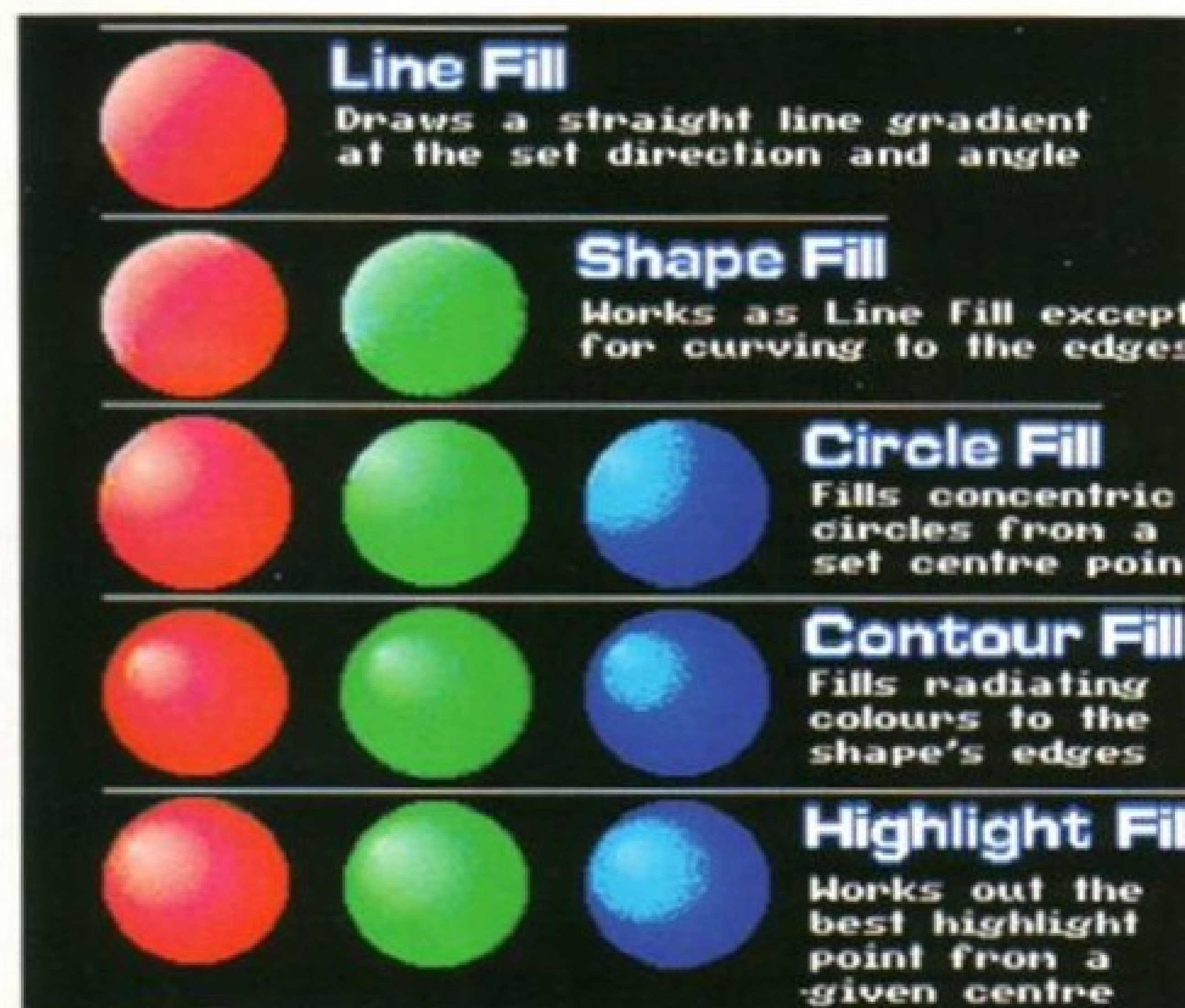
HAM SANDWICH The main feature that previous versions of *Deluxe Paint* lacked was a HAM option. *DPaint IV* features HAM painting and animation, with a range of new tools to make use of 4,096 colours.



MIX AND MATCH As with the earlier versions of *Deluxe Paint*, you can create colours by altering various sliders. In addition to this, there is a Quantel-like mixing panel, where you can scribble blotches of colour over others to create new shades and place them where you want in your palette.



LONG RANGE TARGETS To allow the artist to get the maximum effect from the subtle shading possible in HAM mode, a new method of creating ranges has been introduced. Instead of bracketing colours in the colour-mixing section, you can now create up to eight ranges using colours from anywhere in the palette to create colour gradients.



MAKING THE GRADIENT You can now create strange shading and shaping effects using a host of new gradient tools. These include line shading, shape filling, concentric circle-fills, contour effects and highlighting. By setting a range, you can use any of these modes to create spheres, curves and reflections with ease.

Right. So you can create smooth ranges and use them for special gradient fills. What else?

Well this is just the tip of the iceberg. You can also carry out what are called Process Effects. By selecting an option from the PROCESS menu, you can tint areas with a new colour range, change the hue of on-screen colours or make areas darker or lighter. Another effect new to *DPaint IV* is Translucency. This allows you to draw or place brushes over the current picture so that the colours appear to be partially transparent.

One system that regular custom-brush users may find interesting is the fact that you can store two brushes at the same time. By selecting 'BRUSH -> SPARE' from the BRUSH menu, you can put the brush you've just picked up into a 'temporary' storage bank. You can then pick up another brush and use it until you want to use the original again, at which point you just call up BRUSH <-> SPARE to swap the old brush with the current one and Bob's you're Uncle! It's there ready for you to use again.

Want some more effects? Well how about automatic anti-aliasing for smoother lines and intelligent colour-mixing as you paint for starters. In fact there are almost more painting effects than you can shake a stick at! The only problem is that the new effects take a lot of processing for the program to work them out. In HAM mode, carrying out any kind of processing, perspective or gradient operation takes an age. If you're going to be using *DPaint IV's* special tints, fills and effects for professional work, then an accelerator card is almost a necessity. Still, with patience the results yielded from the long waits are usually very impressive.

ANIMATION

Painting effects aren't the only thing that have been added, revised and updated on *DPaint IV*. The animation section has also undergone a fair amount of improvement.

Animpainting (a system of automatically flipping frames of an animation as you paint) has naturally been carried over from *DPaint III*, but whereas the original version only carried animpainting for animated brushes, *DPaint IV* gives you the ability to carry this out by simply holding down the Alt key as you draw. Using this method, you can create linear movements by simply picking up your brush, selecting a dotted line from the straight line options and holding down Alt as you draw the line. The program will then automatically flip through the frames pasting the image on each screen as it goes.

Controlling animations is a much easier process too. Instead of only having play, frame edit and so forth available as key presses or a pull-down menu item, you can now call up an

Continued Overleaf

animation control panel. This contains all the frame-editing and action functions, including controls for a new feature that cartoon animators will find invaluable – a light-table or 'onion-skin' effect.

The light-table shows other animation frames behind the one you are working on, allowing you to get movements in your clips smooth and precise. By clicking on various options, you can view the previous one or two frames, the scratch page behind the current screen, or make the alternate image dimmer so you can see exactly what's going on.

Most of the functions are similar to those found in *DPaint III* apart from a few refinements to make animation operations more fluid. For a start, a new method of 'intelligent' cursor control has been incorporated in the move requester for a start. This means that once you've entered a value in one of the distance or angle windows, pressing return automatically moves you on to the next window. Much simpler and much appreciated!

A MASTERPIECE OR A DAUB?

Seeing as *DPaint III* was such a massive success and widely acclaimed product, any attempt to update or improve it is bound to have to live up to some high expectations and a substantial amount of excitement. When the news of *Deluxe Paint IV* hit the streets, with its promises of improved colour handling, increased animation power and ability to tackle any mode including the mighty HAM beast, a fair few Amiga artists wet themselves with glee. So now that the full product has arrived, can it hope to match up to the lofty hopes of *DPaint III* fans?

Well, there are a few niggling details. Even though the ability to use *DPaint's* superb interface with HAM mode, the fact that all the options work so slowly is pretty frustrating. To render a large area with a gradient fill can take anything up to a few minutes!

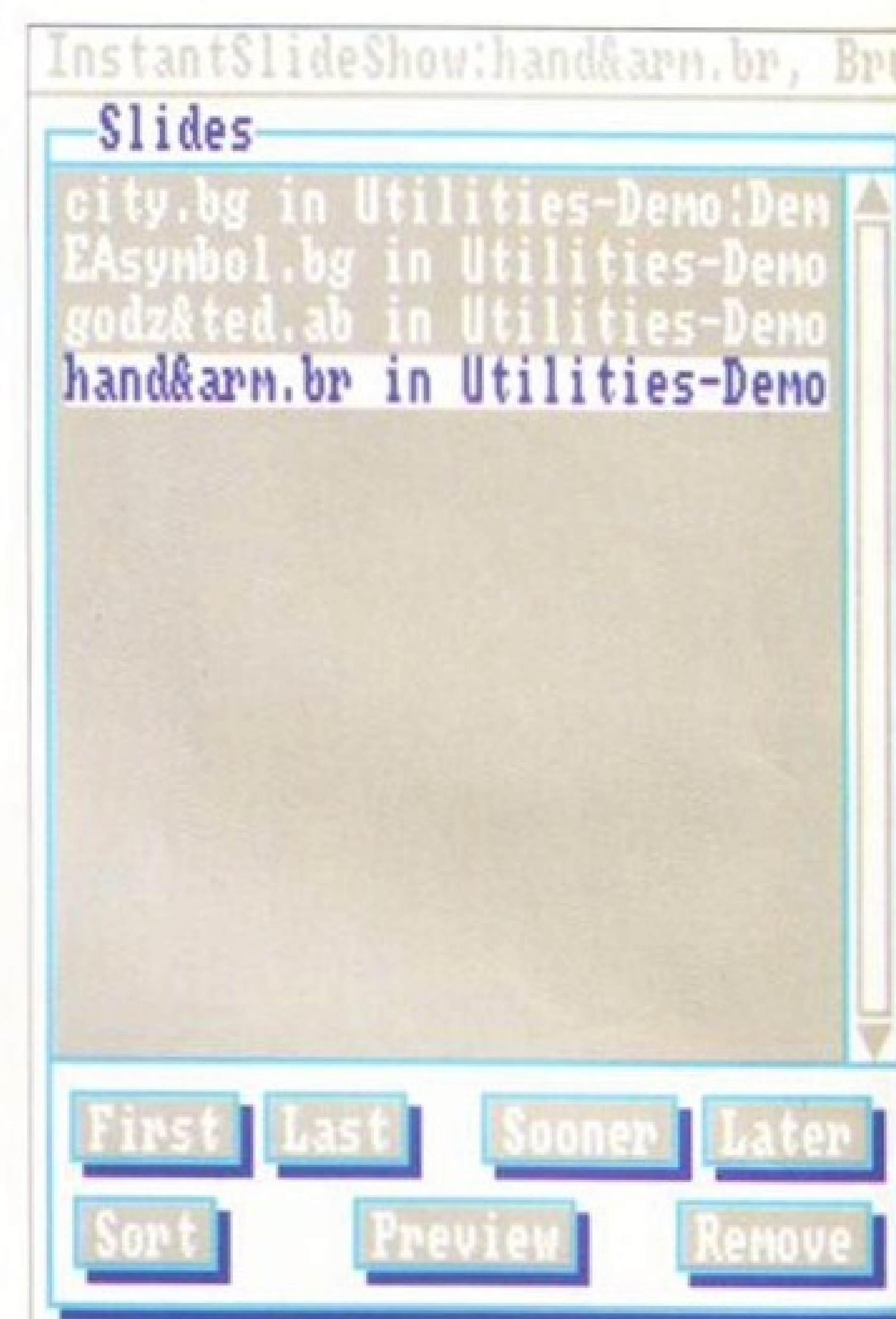
One of *DPaint III's* strong features was the stencil. This is also available in its original form on *Deluxe Paint IV* in most colour modes, but the HAM stencil system has been totally changed. The new system isn't explained too well in the manual, and it gets extremely confusing at times. There is a way around this though which saves the day. Instead of using a colour mask to create the

As well as retaining the animation and movement systems employed in *Deluxe Paint III*, *IV* also contains some new effects. One feature which is a completely new method of creating *DPaint* Animbrushes is the 'Metamorphosis' option. The function is similar to the 'Tweening' system used by professional computer animation systems, where one shape seems to mutate, becoming something totally different. Instead of only being able to use a single custom brush (as in *Deluxe Paint III*), you can store a 'spare' brush to use later on. When you select METAMORPH from the menu, *DPaint IV* looks at the spare brush and the current brush and calculates a series of inbetween frames to create a metamorphosis effect (obvious really from the name). All you have to do is pick up the picture you want as the start point as a brush and place it in the spare slot, pick up the picture you want to end at as a brush and select METAMORPHOSIS from the SPARE section of the brush menu. The program will ask you how many frames you want the mutation to run over and then automatically work out the inbetween changes. Once the program has finished the calculations, you will have an animbrush set to the length you want which features the 'tweening' effect. Now you can animate it as a normal Animbrush in your own full-blown animation sequences.



Video Post

DPaint IV comes with some useful utilities, so that you can make the most of your creations.

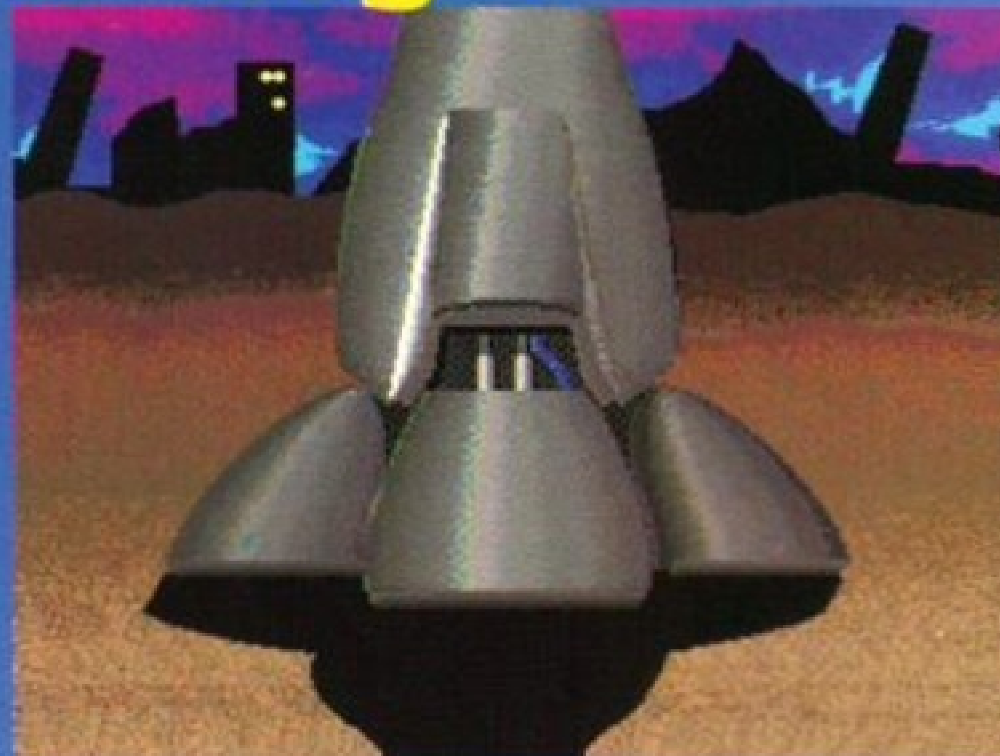


In the past, in order to put animations onto your own stand-alone disks you had to either do some pretty hefty coding or splash out on another animator program. *Deluxe Paint IV* has done away with the need to use any other editing system by including a couple of utilities from the highly successful Deluxe Video III in the package. By loading the Instant Slideshow editor from the utility disk, you can assemble pictures and animations into a sequence, along with information about how to move from one animation to another. All you have to do is specify

Moving with the Target



The new Move Requester features a few refinements. Including the ability to load and save movement paths.



By using the gradient fills, you can create a range of effects, such as mottled backgrounds and metallic surfaces.



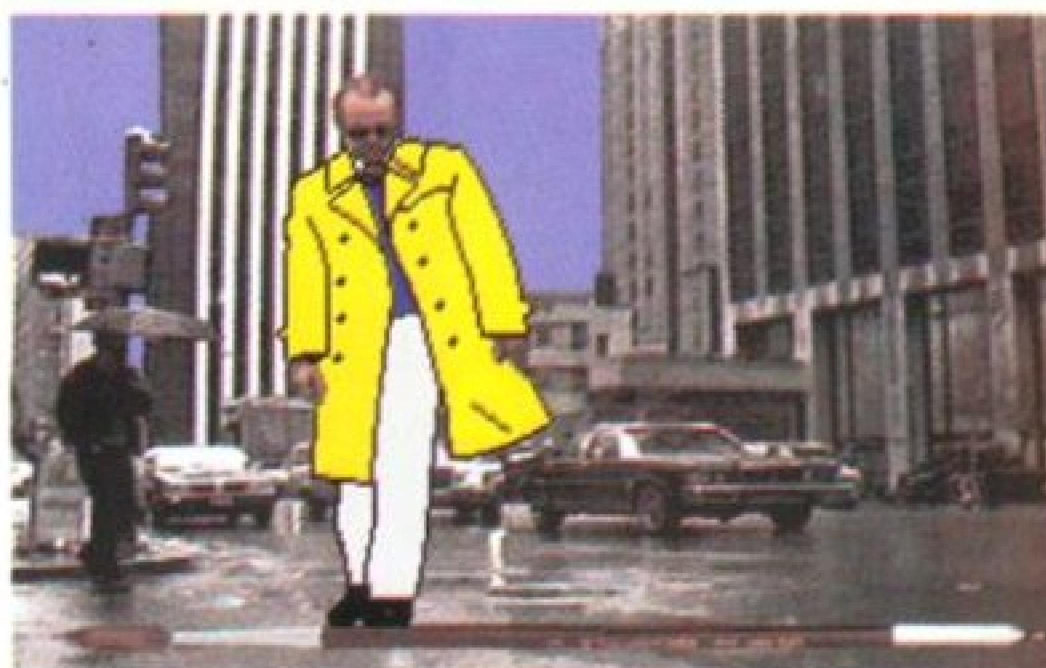
Now complex HAM artwork can be easily moved around to create superb animation sequences.

Production

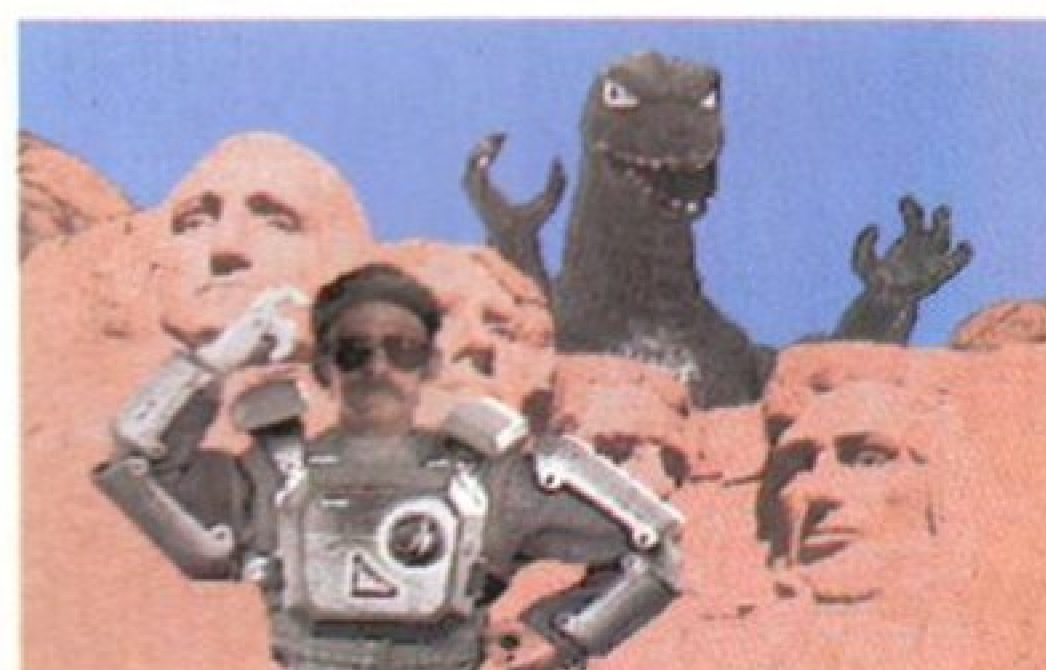
RIGHT: In order to illustrate the Video Player utility, the disk contains this strange clip. The sequence is made up of a series of short animations, which are loaded from disk in the correct sequence to create an entire cartoon.
BOTTOM RIGHT: One of *DPaint IV's* programmers juggles with the complexities of coding HAM mode options (all right! That's enough crap HAM gags - Ed).
BELOW: The Instant Slideshow creator, which allows you to run pictures and animation in sequence, so that you can create free-standing demos for yourself.



the file names of the artwork you want to use and place them in a 'cue-list' to arrange them in the required order. You can then set the first and last parts to be displayed, the loop position and whether to wait for a button press or a delay before moving on to the next clip. Clicking on MAKE VIDEO will then save the list along with any other information to any specified disk. All you have to do now is copy the pictures and animations to a blank disk along with the Video Player tool and the Video list, make the disk bootable and call up the animation from the Startup-Sequence. There you have it! Your very own cartoon film on a stand-alone disk! Now you can take it around your mates and impress them.









stencil, you can actually paint your stencil on screen by hand. This means that you can mask out exactly the area you want no matter what colour it is. Thank goodness for that!

Another quibble is the fact that the extremely useful blend function (which I tended to use for a whole host of effects in *DPaint III*) has become almost unusable. Instead of creating a smooth blend between colours as you draw, the program takes a while to calculate the required effect, resulting in a strange and particularly non-smooth result.

These few quirks aside, what's the program like to use? Well, putting it simply, *Deluxe Paint IV* is one hell of a program! Everything that was good about *DPaint III* has been carried over along with a whole host of additions and improvements. The new functions are a joy to use, and the ability to use *DPaint* in HAM mode is a dream come true.

The new paint functions, such as the improved colour fills and the impressive new process effects, yield extremely impressive results. By using your imagination and plenty of patience, you will soon be able to create superb pictures with little effort. Couple these functions with the most friendly animation editing system available and you'll be creating excellent cartoons in no time. In fact if you're at all interested in producing Amiga graphics, get *Deluxe Paint IV* immediately!

Deluxe Paint IV

SPEED ●●●
In normal screen modes the effects are speedy enough, but HAM operations take a long time.

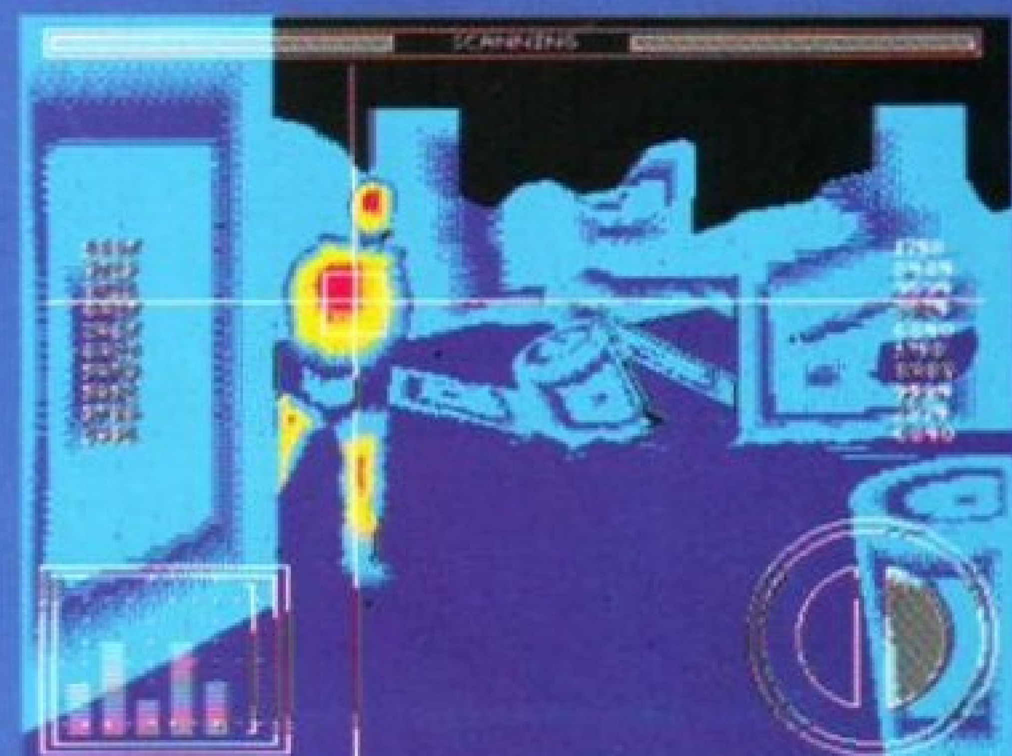
DOCUMENTATION ●●●●
Extensive, but such a complex program needs a lot of explaining, sometimes skates over stuff.

ACCESSIBILITY ●●●●
Users of DPaint III will have no problem adjusting and new users will quickly get going.

FEATURES ●●●●●
The program contains everything that made its predecessor such a hit and much more.

VALUE ●●●●●
A tad expensive, but old users can get a discount and it IS the best art program after all!





This futuristic Terminator-style animation consists of various sections pasted together and animated in *DPaint IV*.



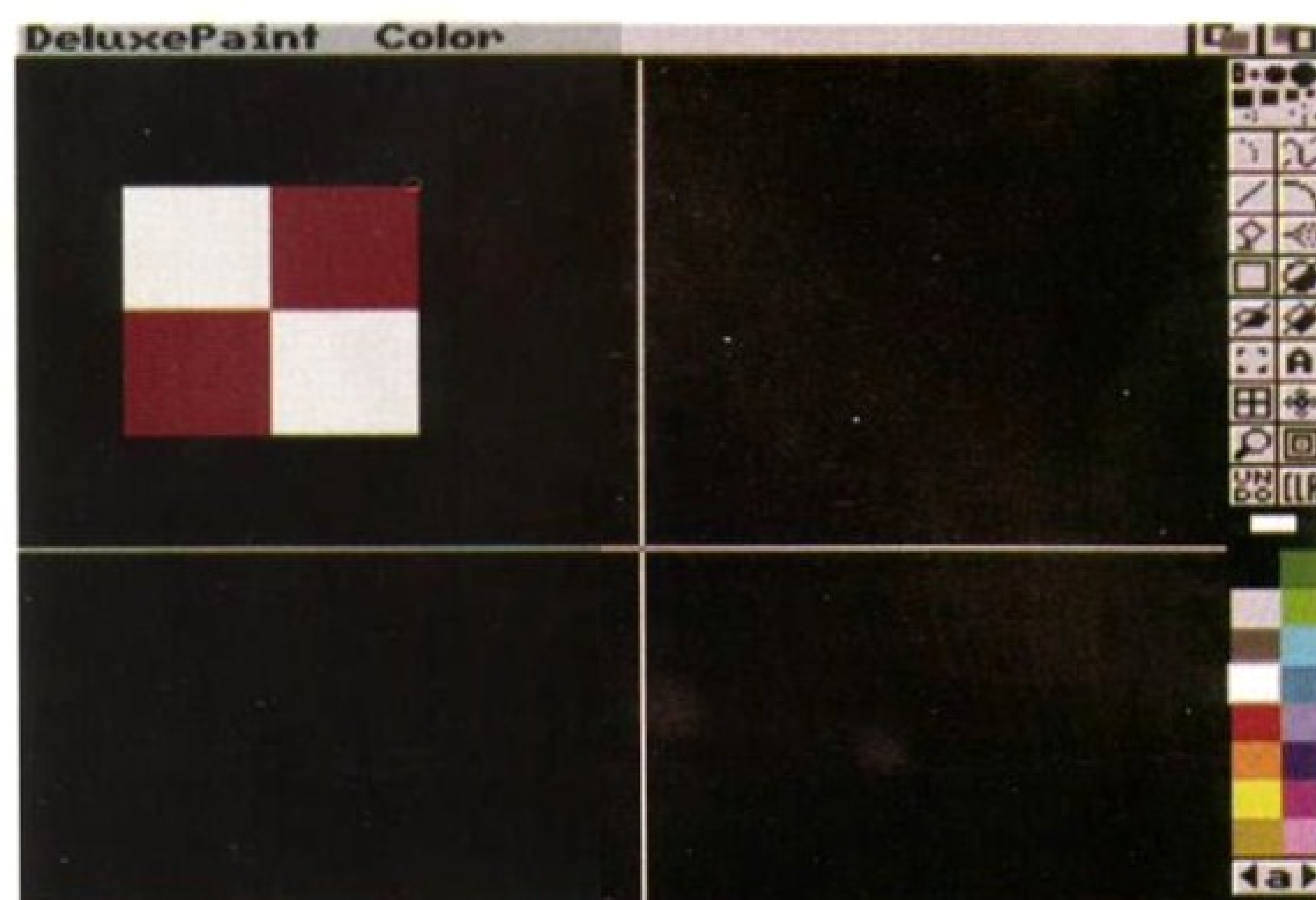
This robot was drawn and dropped in over the background at the climax of the animation.



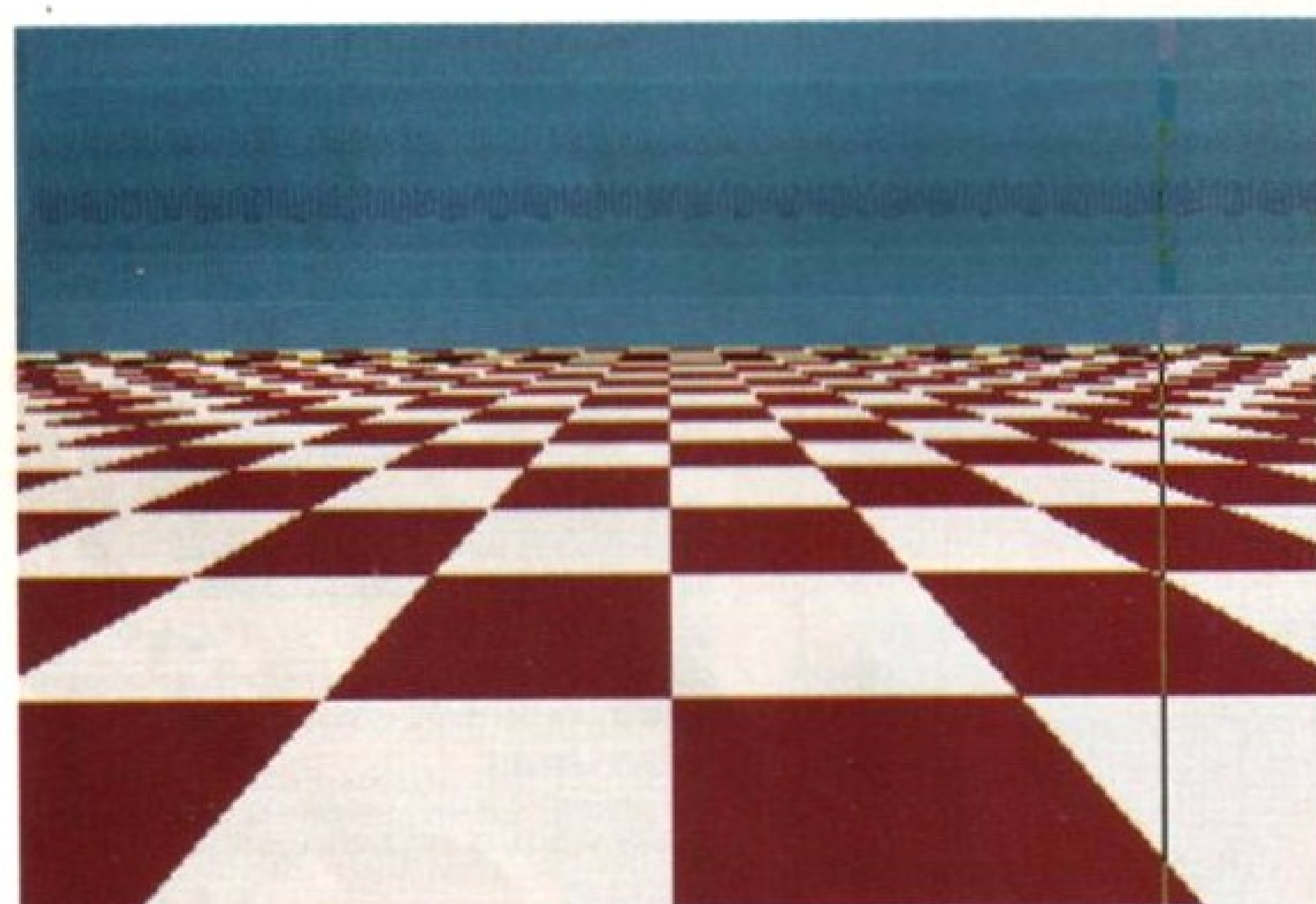
Locked on! What happens next? It's up to you! Try and come up with the end scene in your own *DPaint* animation.

Getting to grips with Deluxe Paint IV

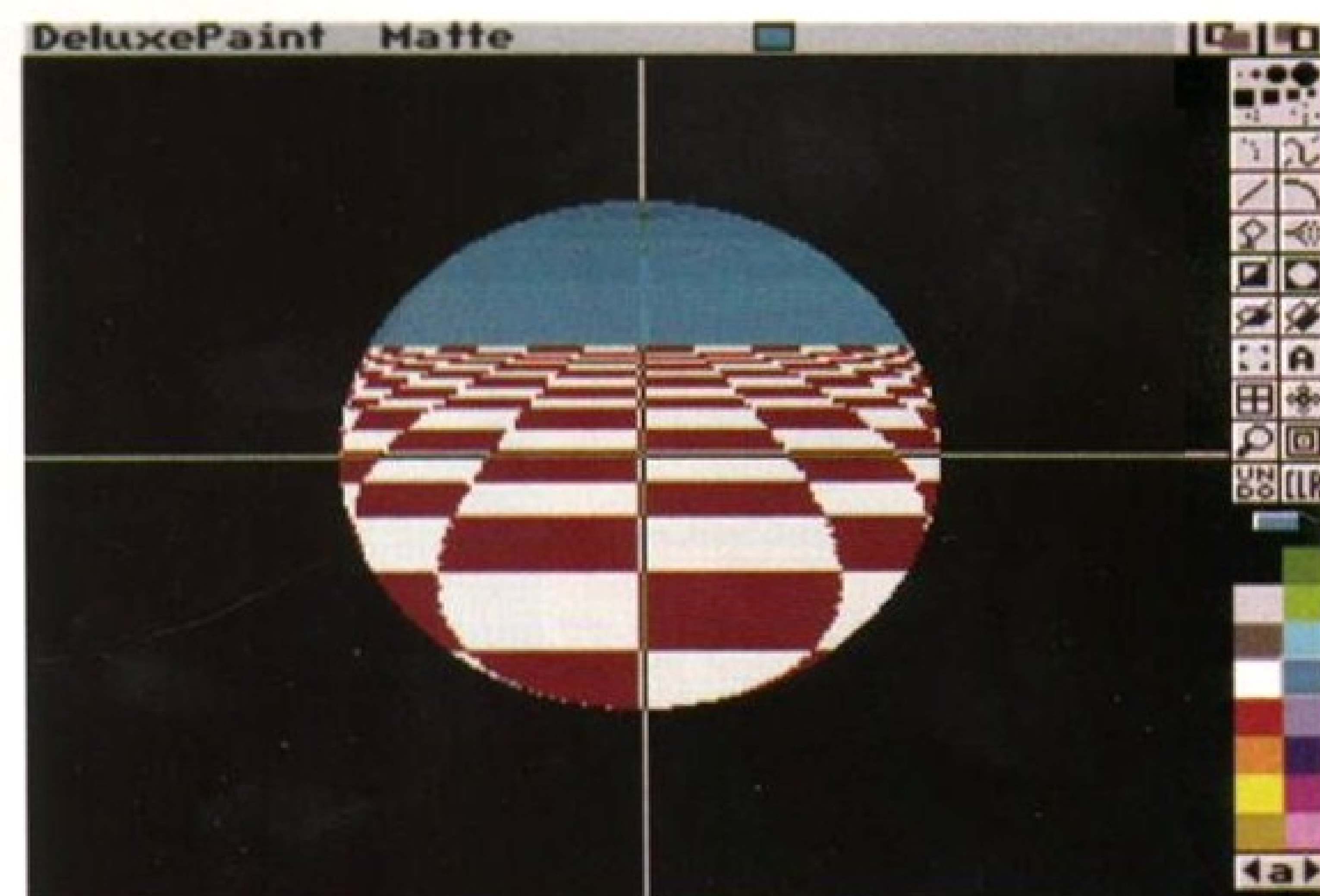
Are you ready to try it out for yourself? Check out the loading instructions on Page 17, then get in the mood by applying some 'Van Gogh Vanishing Cream' to your ear or donning the end of a mop from the Addis 'Andy Warhol' range of cleaning products. Now prepare to follow **Maff Evans** on a step-by-step tour of the program…



1 The first screen you get is the mode screen, where you choose what graphics mode you want to work in. Click on the HAM button then hit OK to finish loading. Select red from the palette to paint with and select Filled Rectangle (Filled shapes are selected by clicking in the bottom right-hand corner of their icon). Hold down the Shift key to keep the shape square and drag out a block about an inch square. Select white from the palette and draw a square right next to the red one. Repeat this underneath the first two squares to create a four-by-four chess-board effect.



4 Press F10 to recall the menu bar and select PROCESS > TINT from the EFFECTS menu. Hold one of the Alt keys down and press P to switch the Process mode on. Select Filled Rectangle with the right button to call up the fill options once again and click on SOLID. Click on OK to exit the window. Pick the first blue in the palette and press F10 to remove the menu bar. Draw a block over the rather gaudy sky and wait patiently for it to turn a nice tasteful mottled blue.



5 Press F10 to bring up the tools and select Brush Pickup. Pick up a reasonably-sized area from the middle of the screen and press J to swap screens. Click on CLR to clear the screen and press Alt and P to turn off Process mode. Select Filled Circle with the right-hand mouse button, click on WRAP then hit OK. Now draw a circle about the same size as the brush you picked up. The program should now draw your brush wrapped onto a sphere.

Getting into HAM animation

Now that Deluxe Paint supports HAM mode, you can even create animations using the full 4000-and-more colour palette. Again, to get a real hands-on feel for how it all works, follow this simple step-by-step practice sesh…



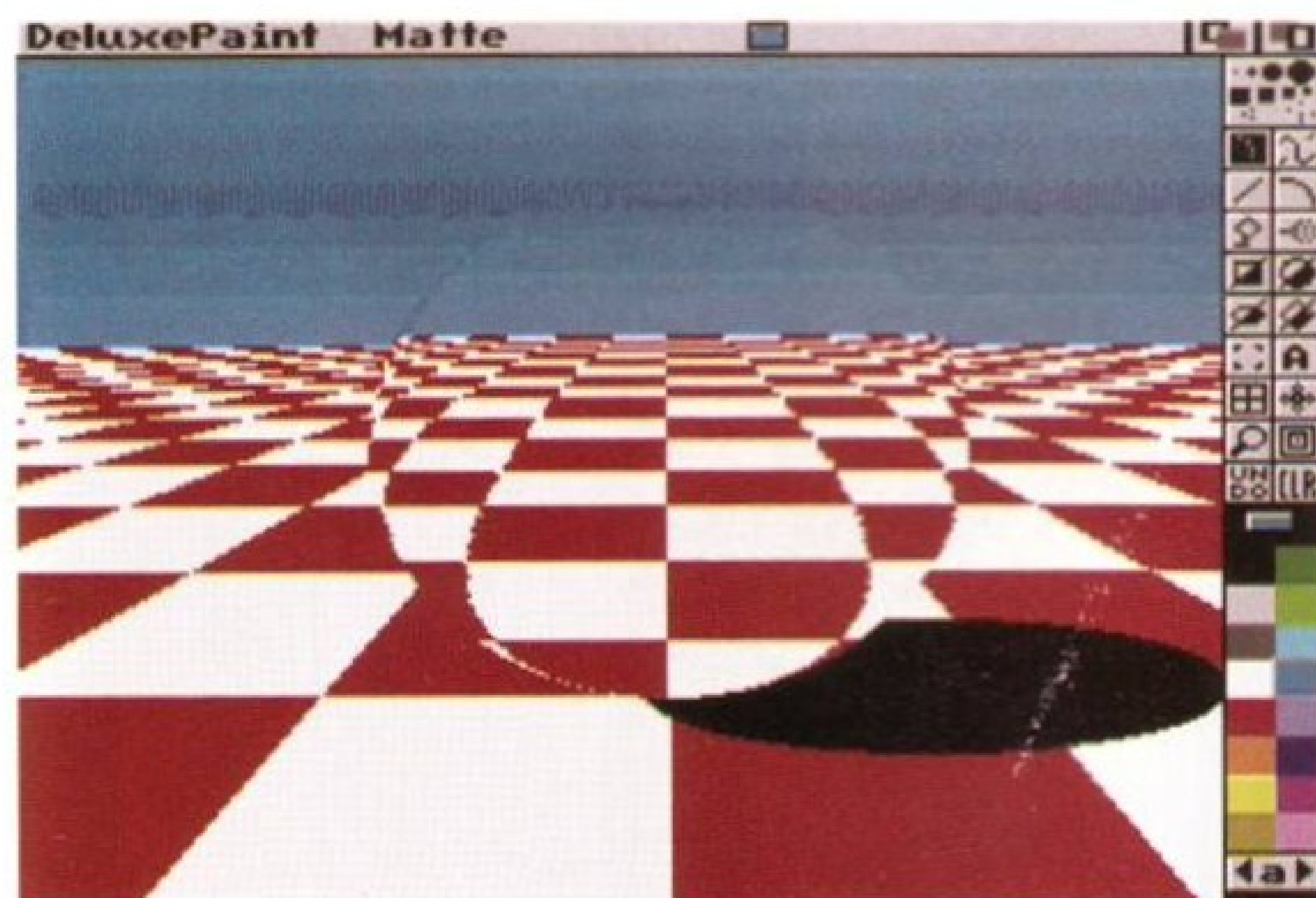
1 First of all, we need to force the program to give us a grey gradient. To do this, load up the program as normal and hit OK to access 32 colour mode. Once the program has finished loading, go to SCREEN FORMAT in the PICTURE menu and click on HAM and OK. The computer will now adjust the colours, giving you a grey-scale gradient to use. Select Filled Circle with the right button, click on CON and hit OK. Now draw a circle about two inches across. When the circle appears, move the end of the line that appears to the top left quarter of the circle and press the left button.



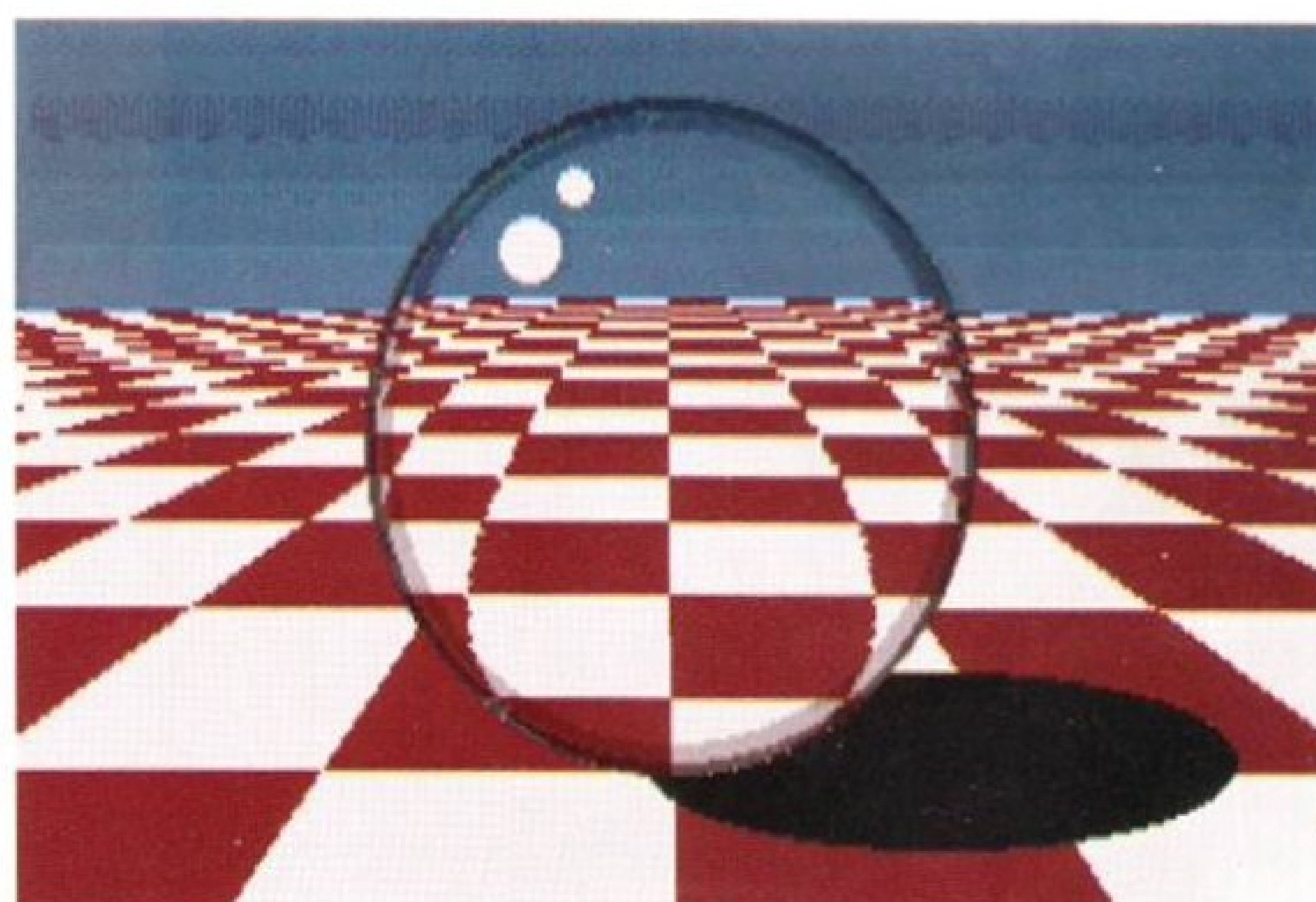
2 Select Brush Pickup and move to the top left-hand corner of the squares. Hold down the Shift key and drag the box so that it just picks up the four squares. Press J to swap screens, then go to the menu bar and select PERSPECTIVE > DO from the EFFECTS menu. Move the brush to the centre of the screen, then press 7 on the keypad to the right of the keyboard until the first angle on the menu bar reads –75 degrees. Next select PERSPECTIVE > FILLSCREEN from the EFFECTS menu and... er... wait.



3 The top section of the ground looks rather messy, so you'll have to get rid of it. Select filled rectangle again and press F10 to get rid of the menu bar and tools. Draw a block using the right mouse button, starting above the horizon and dragging down to the opposite side of the screen until you've cut out all the messy distant squares. Press F10 to bring back the tools and select Fill with the right button. Click on the button with the up and down arrows then click OK. Press F10 again and click on the black area at the top of the screen to fill it in.

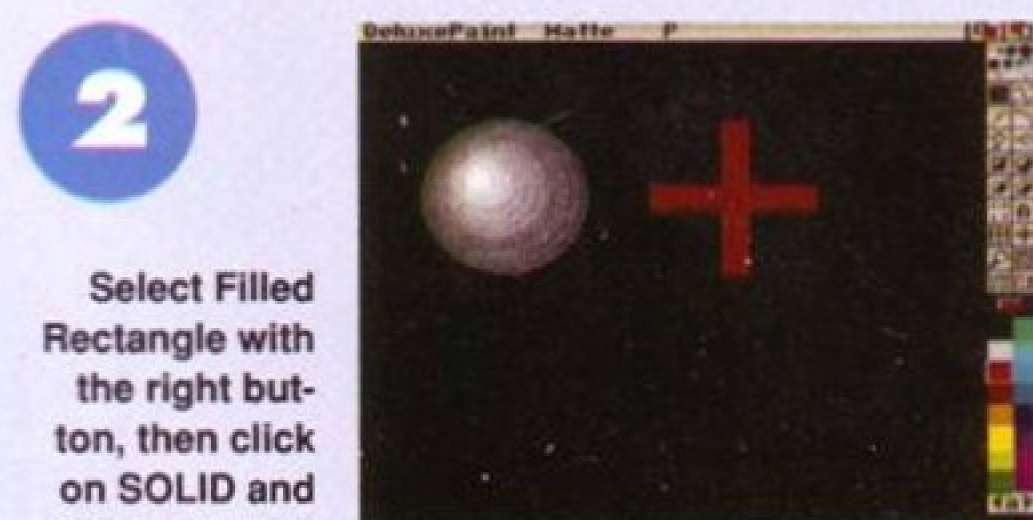


6 Press J to swap screens and select Filled Ellipse. Move to near the bottom of the screen, about two thirds of the way across, and use the right-hand mouse button to draw a black ellipse that horizontally reaches the middle of the screen. Press the right button to stamp it down and press J to get back to the spare page. Pick up the circle as a brush and swap screens again. Now stamp it down in the middle of the screen so that the bottom of the circle is over the point of the ellipse.



7 Select PROCESS > VALUE from the EFFECTS menu and press Alt-P. Pick the thickest round brush and the first grey in the palette and draw an Empty Circle just inside the edge of the wrapped brush you just stamped down. Pick the second thinnest brush and a darker grey. Draw a circle just over the previous circle. For the final touch pick white, select Filled Circle with the right mouse button, click on SOLID and OK. Then press Alt-P to turn Process off. Draw the two highlight circles and you're done!

2



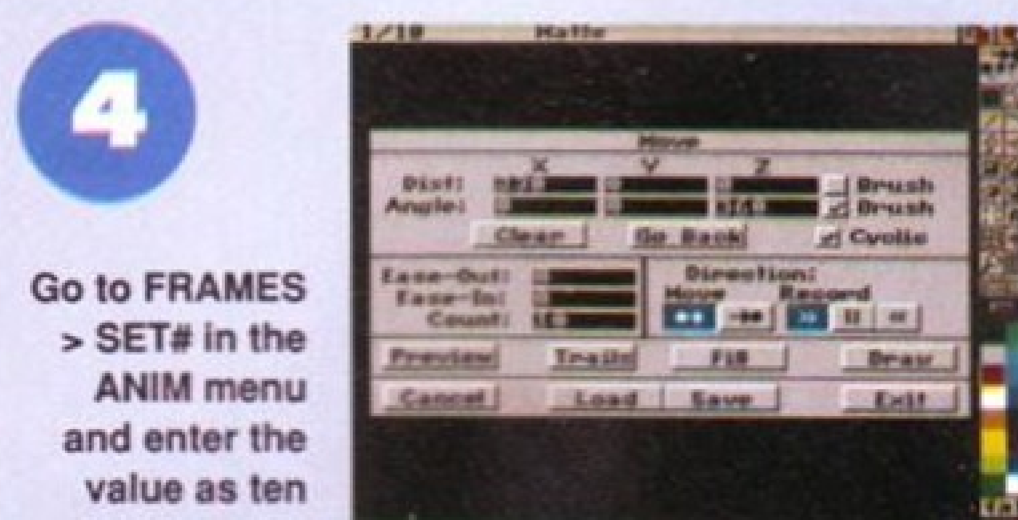
Select Filled Rectangle with the right button, then click on SOLID and hit OK. Select red as your colour from the palette and draw a rectangle about half an inch wide and the height of the circle. Pick up this rectangle as a brush and hit Z on the keyboard to rotate it 90 degrees. Place it over the middle of the first rectangle and stamp it down to form a plus-type shape. Now pick this shape up as a brush. Select PROCESS > TINT from the effects menu and press Alt and P to turn Process mode on.

3



Line the brush up so that it is exactly over the circle and stamp the brush down. After a short wait, the program will tint the areas under the brush red, so that you have a picture of a ball with red stripes. Select Brush Pickup and pick up the ball. Be careful to get the brush size to just capture the edges of the ball, otherwise the animation will adopt a strange wobble. Press Alt and P to turn process mode off and hit J to swap screens.

4



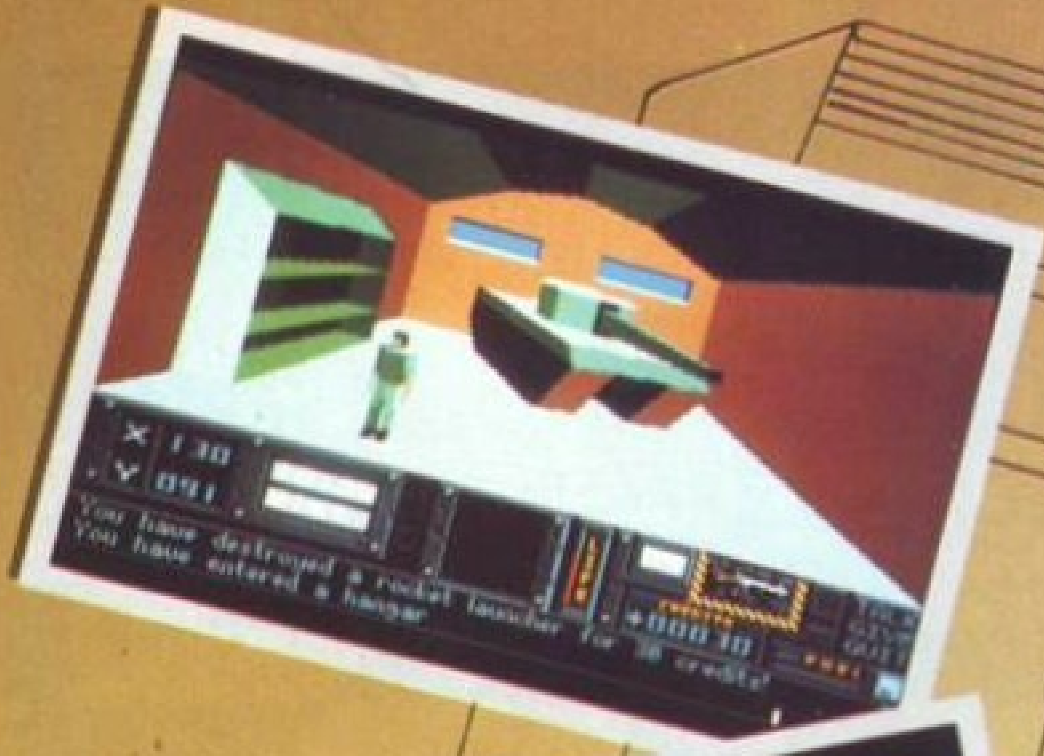
Go to FRAMES > SET# in the ANIM menu and enter the value as ten frames, then hit OK. Once the frames have been created move your brush so that it just fits on the left of the screen about halfway up and stamp it down. Select MOVE from the ANIM menu to call up the Movement Requester. Enter the X distance as 230 and the Z angle as 360, then hit DRAW. Once the frames have finished rendering (it takes a while, so be patient) press 6 on the keyboard to see your bouncy rolling ball in action!

HUN

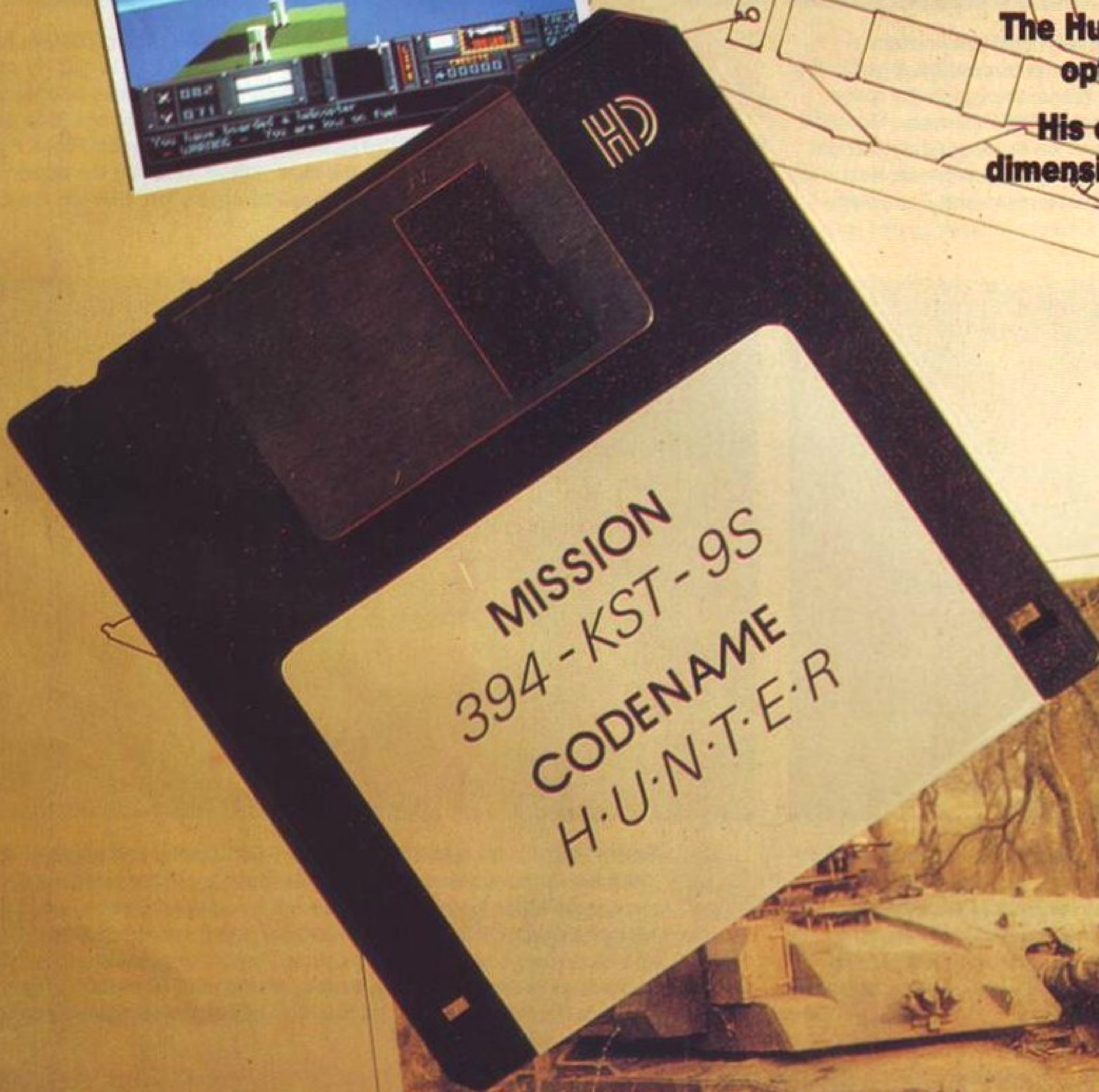
ADAPT TO SURVIV

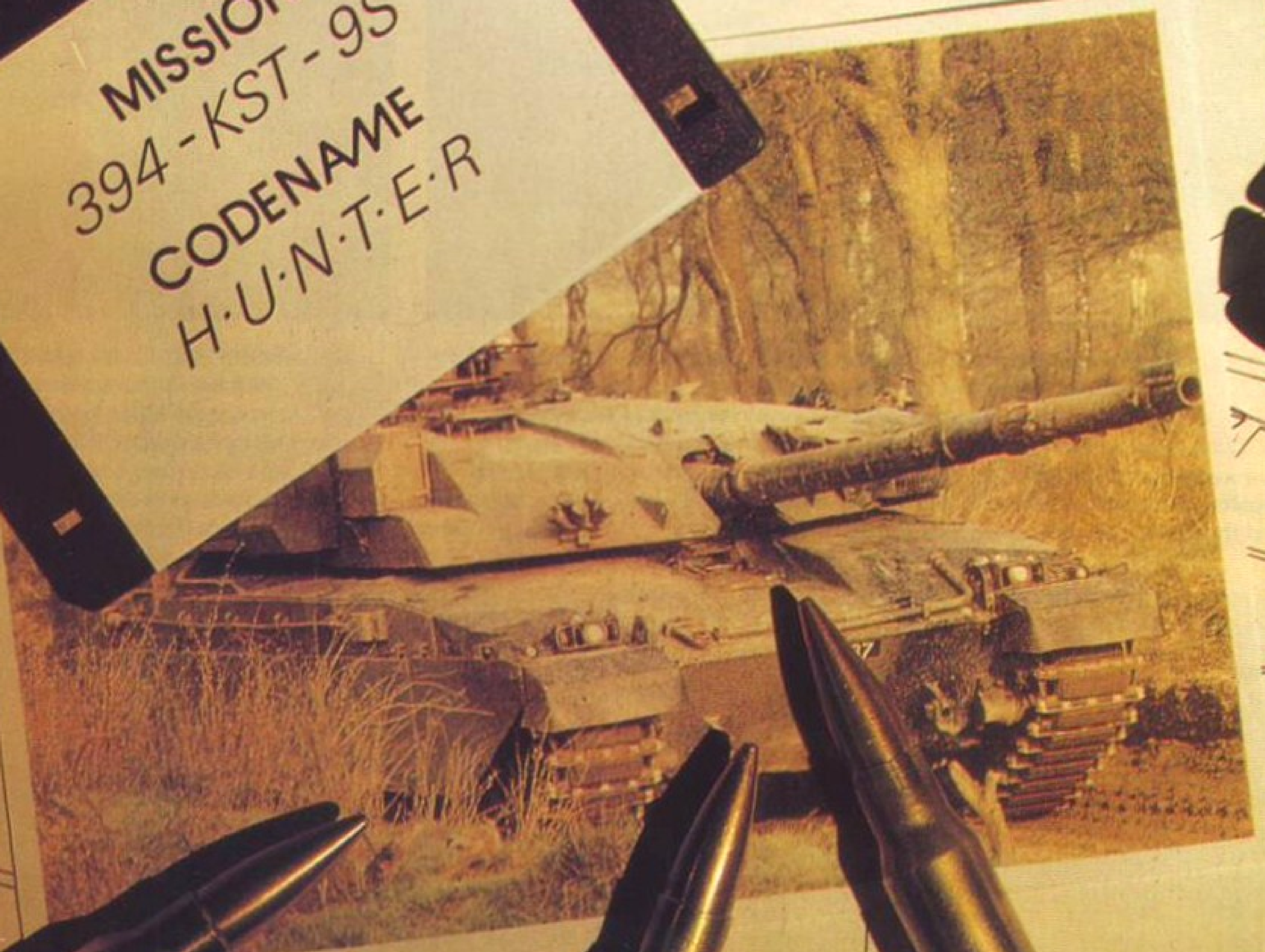
The Hunter is alone behind enemy lines. With
options, and the expertise to complete d

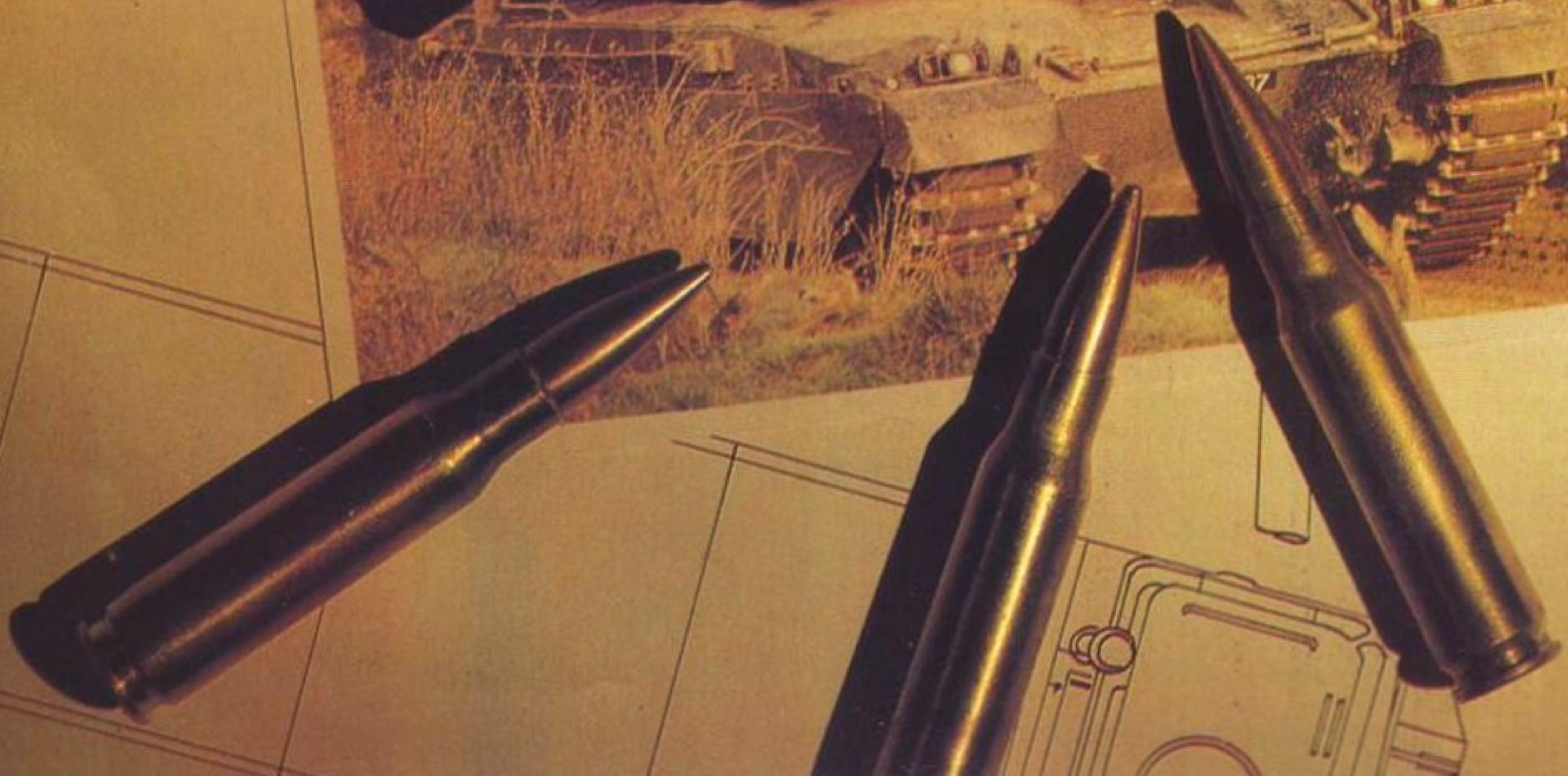
His only accomplices are the weapons, ve
dimensional universe; his objective: to attack











ACTI

TER

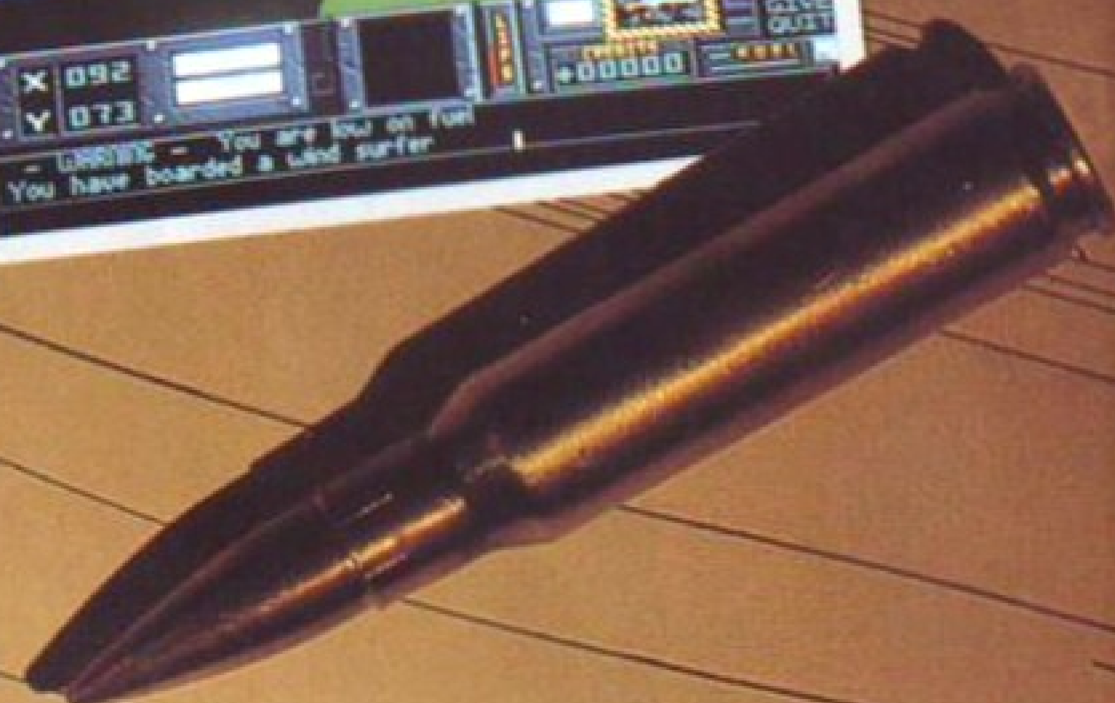
SEEK TO DESTROY.

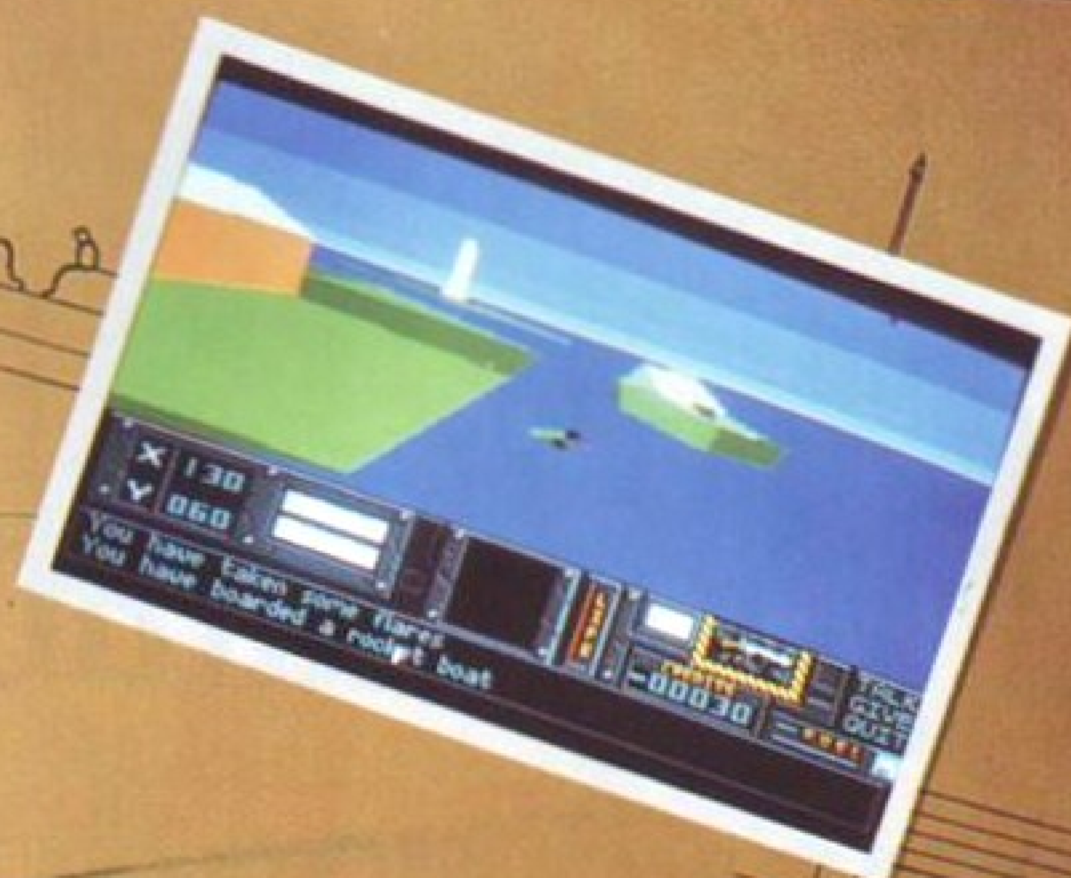
**versatility to make best use of a wide range of
rous missions, the Hunter is a breed apart.**

**s and structures found in his amazing three-
survive. The Hunter has the will to win. Do you?**













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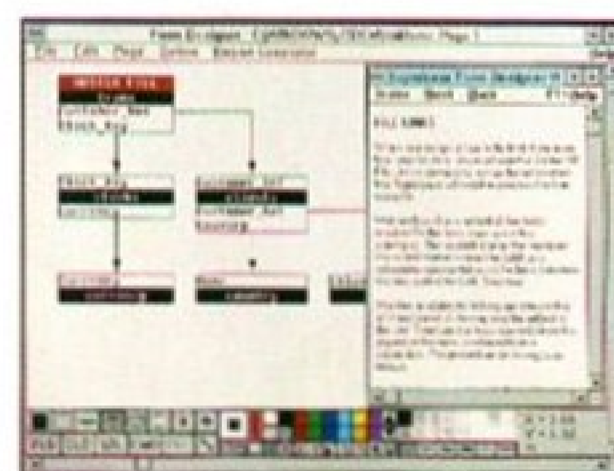
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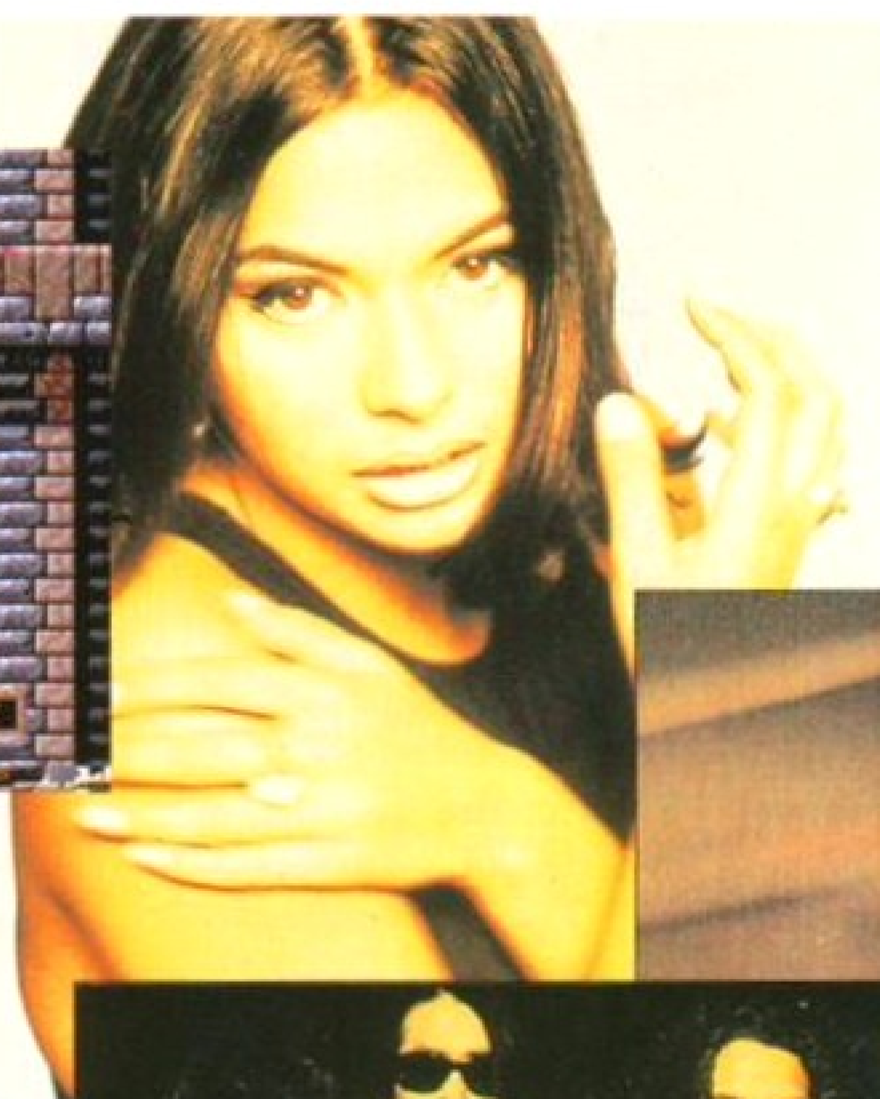
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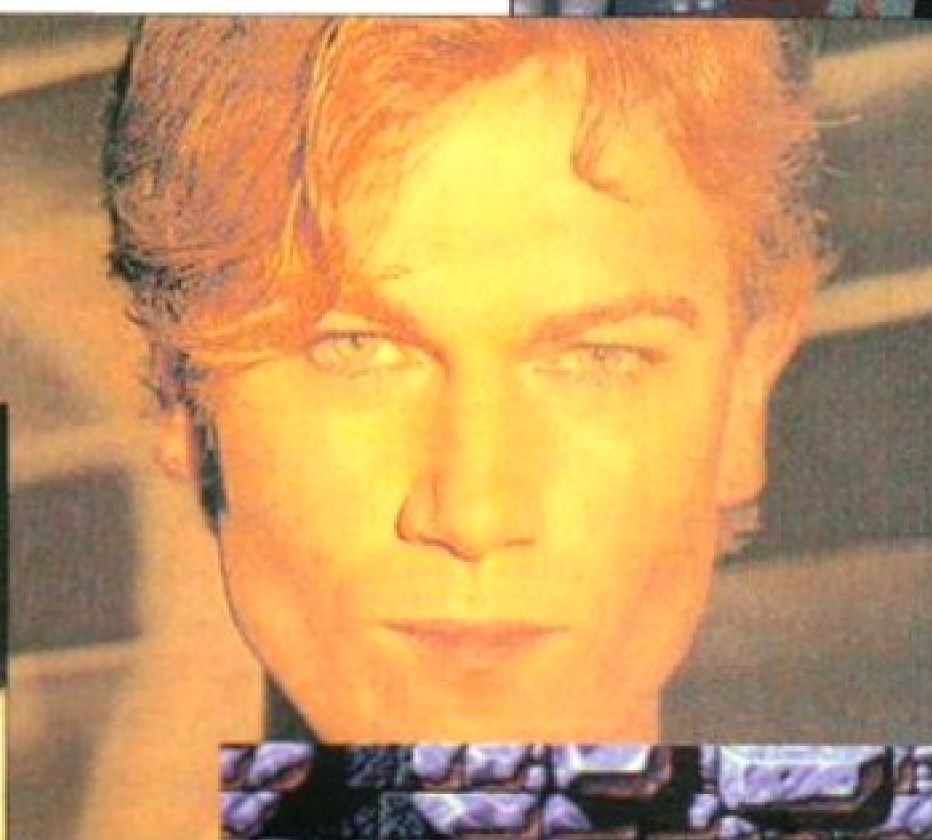
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Precision Software Ltd. 6 Park Terrace, Worcester Park, Surrey KT4 7JZ.
Tel: 081 330 7166 Fax: 081 330 2089


Ever listen to some really good game music and wonder how it was created? Ever heard something really average and thought "I could do better than that"? Now's your chance to learn the secrets and try it yourself, as **Damien Noonan** persuades top pop star programmers The Bitmaps to spill the beans...

Making Music with the Bitmaps

THIS MIGHT SOUND like a right old pile of pigeon droppings to you, but I reckon the top games programmers are artists. That's right, artists. Why? Well, if you think about the kind of skill, inspiration and humour that's gone into the graphics, the animation and the gameplay of something like Lemmings or The secret of Monkey Island, you're up there with the best cartoonists and film-makers. Hell, there ought to be Amiga games Oscars!

If there's one field of game-making that's particularly open to an injection of artistic talent, it's the music. Yet music often gets left out of the limelight nowadays. In a sense this is quite right and proper, because you decide what games to buy according to how well they play, not how good they sound. But why do people buy games with great graphics and very little gameplay when they don't buy games with great sound and little gameplay?

Good music and sound effects can add an awful lot to a game. The best music is appropriate to the type of game, adding atmosphere and intensity, making a shoot-em-up hectic, a platform game jolly and an adventure dark and mysterious. And music can also give clues to the player about what to expect, actually enhancing the gameplay: such as the ominous chords that sound as you finally approach the tender mercies of the end-of-level guardian.



SHADOW OF THE BEAST was a pretty average platform game but with amazing colourful graphics, so lots of people bought it.



MOONSHINE RACERS was a pretty average driving game with the most amazing banjo music, but it wasn't so popular. Why do graphics sell games when music doesn't?

But above all, if you don't keep an ear out for the latest in game music, you're missing out on the work of a talented bunch of people who are showing off the amazing Amiga's abilities. Let's find out how they do it...

The Bitmap Brothers have always been known as 'the pop star programmers', perhaps because they insist on wearing sunglasses every time someone points a camera at them. But there's two very good reasons why they have now earned the title that was once a friendly jibe and can wear it with pride.

First reason, their soundtracks. Thanks to a unique tie-in with record label Rhythm King, each game The Bitmaps have released on their independent label Renegade has featured a music track adapted from a song by a top band. It all started with the Bomb the Bass soundtrack for *Xenon 2*, and if you think it will end with the Betty Boo track that accompanies *Magic Pockets*, you're wrong.

Second reason, their attitude. The Renegade label was set up to give the people who create the games full credit – as artists – for what they do, in much the same way a band gets the credit for their music or the actors and director get the credit for their film. Which naturally kinda commits them to doing something pretty darned good and using only the best people in every aspect of their development work, including the music.

So who better to get to explain the ins and outs of creating game music than the man who created the Renegade sound, the man behind what is widely accepted to be some of the best in-game music ever made, the man who put Nation 12 into *Speedball 2* and Betty Boo into *Magic Pockets*.

Richard Joseph is a professional musician who just happened to find his way into the computer games scene in the dayd when the Commodore 64 was a pretty cool machine, and has since earnt a reputation as one of the best. He doesn't just work with the Bitmaps – you'll have heard his wild banjo music on *Hillbilly Moonshine Racers* for Millennium, his atmospheric reworking of Jupiter from Holst's Planet Suite on *Mega-lo-Mania*, and you will soon hear his mediaeval pipes and lutes putting you in the mood for Millennium's *Robin Hood* film conversion from.

But when he's working with the Bitmaps on a soundtrack like the *Magic Pockets* one, featuring a famous chart song, Richard has a distinct advantage. He is given access to the original studio tapes of the song he's converting and sometimes even the samples themselves. "For the Betty Boo thing I have the studio 24-track on DAT (compact digital tape, if you haven't heard of it before) with all the samples separately." He has, and he's brought it along to play to us.

It's quite weird hearing a tiny snatch of piano, a James Brown sample or a ten-second burst of Betty Boo singing unaccompanied and knowing that these are the pieces from which that Betty Boo song you've heard on the radio was made up. But that's the way it's done: and that's exactly the way you do it on the Amiga, too. The Amiga has the amazing ability to work with samples, slices of music or noise stored as digital information in the computer. This ability puts it up there with the latest in music technology, and lets you use the techniques that made Acid House and many other modern styles possible.

"It's quite amazing what you hear on the studio tapes sometimes," says Richard. "Very often there's lots of things in there you never normally hear on the record." Sometimes Richard is even luckier than having the studio tapes: when he's working with Simon Richards from Nation 12, as he did on the *Gods* soundtrack, he actually gets the guy's original samples on disk. They're all done on a Macintosh and can just be transferred straight across to the Amiga as computer data.

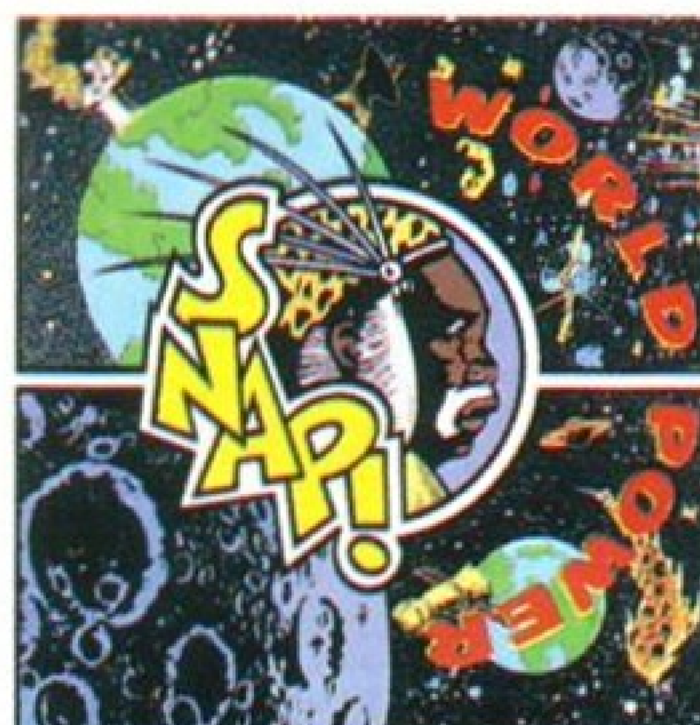
But with the Betty Boo tape, the next step Richard has to take is to get the samples from the tape onto the Amiga…

BOMB THE BASS



Megablast (On Precinct 13) was the soundtrack for Mirrorsoft's *Xenon 2*, produced by The Bitmap Brothers and programmed by The Assembly Line. Tim Simenon of the band actually went back into the studio to recors a special remix of the track for the CDTV version of the game, where naturally it is on full hi-fi quality audio.

SNAP



This German club music band have their studio in the same building as Demonware, so it was natural for their rap-dance songs The Power and Oops Up! to be plugged into the games of the same name.

How to play Magic Pockets

The demo of Renegade's latest game is there on the Coverdisk for you to play… but first, you might like a little advice from **Trenton Webb** to help you speed through the game.

The Bitmap Kid has the most incredible, Tardis-like Magic Pockets. They are so massive, he's managed to lose his bike in them. Now, he's going in himself to get it back. The problem is that his pockets aren't filled with the usual small boy kit – sweets, string and fluff – but a huge maze crammed with monsters.

The young Bitmap walks and jumps round his Pocket domain, throwing whirlwinds to catch or kill the nasties, and when he wins through to his bike, he must cycle to the Pocket's exit. He has four lives and as much time as he wants: but the aim is not just to reclaim his wheels, but to get a high score. In a world where an impressive toy-car collection no longer gains kiddie credibility, high scores are important…

I WANT TO RIDE MY BICYCLE! NOW!

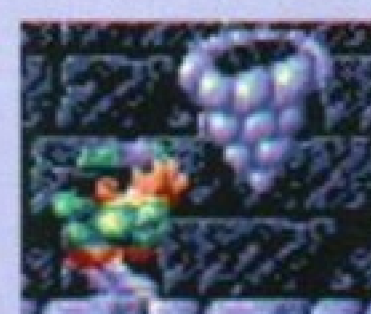
- The arrow shows the direction of the bike so follow it, but not too rigidly.
- When bonus sweets pop out of a cloud they bounce, but you can't pick them up until they've stopped.
- You can kill enemies with shots that go off screen. Listen for the crunching!
- You can jump through platforms, but as BK leaps in a high arc this means an accidental jump can sometimes cause him to contact a beast above him.
- Auto-fire makes the game unplayable, because whirlwinds can't be built up.
- If all else fails watch the demo all the way through and take notes!

CHILD CONTROL

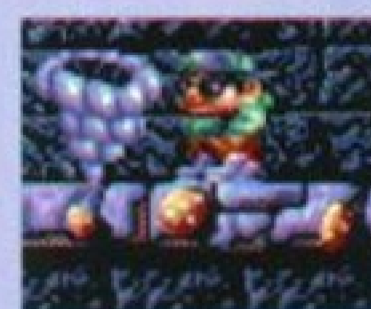
This is how the Bitmap Kid walks, jumps and does his thang…

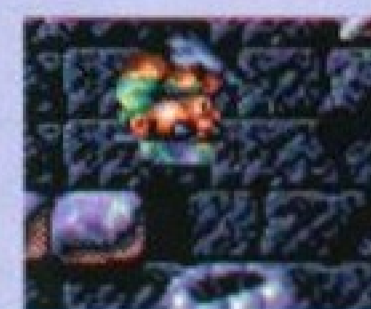


Pushing left or right, without pressing fire, gets the Bitmap Kid walking. To jump, press the stick diagonally upwards. To leap vertically, press the joystick straight up.



To initiate a twister press and hold fire. Then, lean the joystick in one of the six directions shown and it will be launched, killing or trapping the first creature it hits. If no monster is hit, the whirlwind will bounce around for a few seconds and then dissipate. There are three different power twisters on offer: the longer fire is held, the more pokey the whirlwind. The power is shown by the size of the kid's pocket and the hand in the lower-right corner.





Large whirlwinds have two uses: jumping and trapping. To use one for jumping, hurl a large whirlwind diagonally down at the floor. Walk into the cloud while it's still spinning and pull down. The Bit Kid will then spin off into the sky. His direction is roughly controllable with the joystick. If he hits anything while spinning he'll kill it, but take care using this technique as the spin can stop suddenly, leaving him vulnerable. Practice this as it is vital.









Beasts can be turned into bonus sweets if they are caught. Hurl a large whirlwind so it lands on any creature that's currently touching the floor. The whirlwind will then surround the creature. Quickly run up and step into the cloud to kill the monster and create a bonus set of sweets. Let them land and scoop 'em up for extra points. If the cloud isn't burst, it simply disappears after a few seconds killing the monster.

To toggle pause on and off, press P. To quit this attempt press Q. Quitting takes you back to the beginning of the demo, ready for a fresh start.

Samples are the key to the way Richard's game soundtracks are made. From the 24-track Betty Boo tape he samples the samples into the Amiga using the Futuresound sampling hardware and AudioMaster II software. Then, with the samples lined up and ready to go, all he has to do is put them together into a song. Which is not as easy as it sounds.

This is done using a PD tracker program of some kind: Richard uses *SoundTracker*, *NoiseTracker* and *StarTrekker*, depending on which is easiest for the particular things he wants to do. From here on in it's nine tenths perspiration and one tenth inspiration getting the song composed. The first of these is a little tricky to get hold of, but the others you can buy from any good PD library. But you don't need to, because we've given you *NoiseTracker* on this month's Coverdisk.

"The biggest problem is the length and the pitch of the samples" says Richard. If you want to make a sample shorter, it usually goes up in pitch. You need all the samples to be in the same key for the song, as well as being the right length. It's a tricky process, but Richard uses the Audiomaster II software to edit the samples until they're all in the key he needs and the right lengths. Once again, you don't need to do this tricky part of the process: because for our Coverdisk demo, Richard has prepared all the samples for you.

The game soundtrack that Richard develops from the Betty Boo song isn't just a slavish imitaion of the original record: it is actually a remix and intended to be different. Although the song has been carefully chosen to be appropriate for the game – the upbeat Boo for *Pockets*, as opposed to the more sombre and thoughtful Nation 12 track on *Gods* – the Amiga remix has to be tweaked for maximum in-game feel. And there will be several distinctly different versions to play along with various bits of the game. The idea is to make new tunes which are appropriate to the game as a whole and, more specifically, to various bits of the game: the intro music might be quite different from the bit that plays between levels, for instance.

When Richard is happy with each piece, it's ready to be sent to the programmers who will put it in the game. Richard saves it as a module, but when the programmers get it they have to take all the samples out of the module and effectively rewrite the tune again, with their player system calling the right bits at the right time. This stage involves much writing of copious notes and drawing of rather bizarre diagrams, as well as constant contact between the games guys and the musician. And then, with luck and skill, it's all ready!

It's a bit mad if you think about it. Betty Boo makes a song up in the studio from lots of different samples, Richard gets it broken back down into samples and then samples the studio samples onto the Amiga, then makes up the samples into a song again. Then he saves the song out as a module and the programmers just break it back down into samples...



NATION 12

Featuring Ultravox founder John Foxx and one-time Fall member Simon Richards, Nation 12 have yet to release their first album, but they're well keen on the computer connection and have already contributed three tracks off the album to Renegade games: Into the Wonderful for *Gods*, Brutal Deluxe in *Speedball 2* and an as yet un-named track for the latest Renegade project, *The Chaos Engine*.



BETTY BOO

The spacy mistress of rap pop is another Rhythm King artist. She's now off making it big Stateside, but her first hit single 'Doin the Do' has been turned into the soundtrack on *Magic Pockets*. This bouncy little song fits the fun feel of the game nicely and will no doubt work well.

BUBBLE BOBBLE!



Chewing gum may irritate some, but it's a life-saver for the Kid. When he finds the gum machine he must stand behind it and pull down on the joystick. This causes a bubble to be blown.

Now the kid floats upwards, his direction can be controlled using the joystick. NB There are a large number of aerial nasties here, and the Kid can't fire, so dodge the batters!

ZOO'S THAT?



FROGGERS – These stripey swines are quite tough and use their exceptionally long tongues to kill.

SLIMERS – Little lumps of green stuff, they're real wimps. Two hits with a small twister is enough.

BATTERS – Tough flying beasts that make using the bubble gum bonus very dodgy indeed. Beware the batter beasts, my son!

ROCKERS – These are smart and will follow fleeing kids. They throw rocks and have a fair range.

HIDERS – These guys are invulnerable when they hide in their shells. If you stand next to one, though, it just cowers. Watch it peek out!

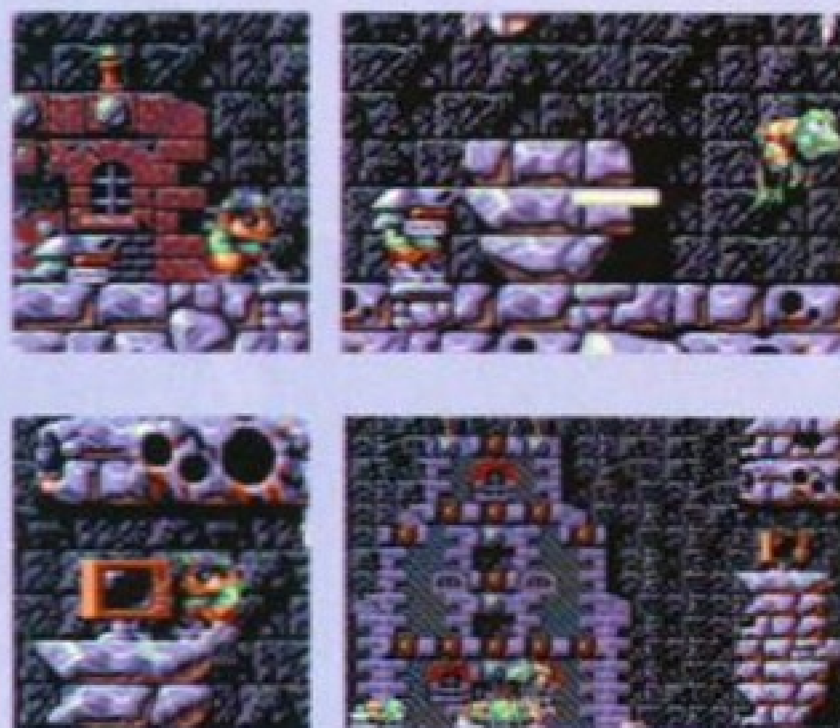


One thing to bear in mind when attacking is that just like the Bitmap Kid, monsters are temporarily invulnerable after a hit. The stars show when these creatures, like yourself, are impervious to attack.

MOUNTAIN BIKING, OK!



When you find the bike what do you do? Ride it of course, as fast as possible to the exit. To climb on board just stand behind it and pull down on the joystick. Then hit the fire-button repeatedly to get peddling. Don't worry about beasts as the bike kills them. Once the kid goes into wheelie mode you can stop hitting the fire-button.



IF YOU WANT TO GET AHEAD...

...Get a hat! This is the laser helmet, and once you've put it on – by pulling down – pressing fire launches laser beams. It shoots through walls and lasts until you take it off (pull down).

WOT'S ON THE BOX?

Pulling down on the joystick to use the TV scans the surrounding area and shows you where the beasts and routes are. To get back to the game, press fire or pull down. All items found lying around used by pulling down on the joystick. Some, like the bag of nails, work repeatedly: others are 'one shot' only.



SWEET LITTLE THING

The bonuses are awarded for specific moves, so different tactics yield different rewards. All the bonuses are sweets or treats the Bitmap Kid wants. The more exotic or expensive the better. Working out how to gain certain items is an essential part of a good high score.



AMIGA IN ROCK STAR SHOCK 1
We've recently discovered that the Godfather of Goth, Sisters of Mercy supremo Andrew Eldritch, is an Amiga fan. Apparently he uses it mostly for playing games. Can we get him to do the music for *Terminator 2*?

Still, before you go crazy, the important bit as far as we're concerned is taking the Amiga samples and making them into an Amiga song. That's the bit at which Richard excels, that's the bit which is the core of the game musician's art and that's the bit which you should concentrate on if you'd like to be a game musician yourself. It's also the most enjoyable part of the process! And the best way to learn how to do it is to try it yourself, so we've given you all the stuff that you will need.

On the Coverdisk you'll find a full set of samples put together by Richard along with a copy of the *NoiseTracker* program that you'll need to create a song with them. The samples that Richard has prepared are actually from a soundtrack he created for a custom car video, so watch out for it. Richard's even edited the samples so they're all the right length and put in a backing track to give you the beat: all you have to do is make a song. Turn over the page now and get on with it!



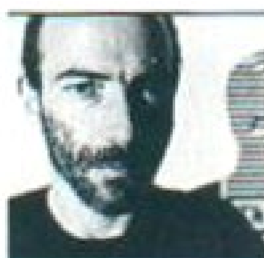
AMIGA IN ROCK STAR SHOCK 2
Weird Belgian techno-dance band Front 242 do all their design, from album sleeves to T shirts, using an Amiga and *Deluxe Paint*. Recognise that low-res screen display?



The latest project for Richard Joseph, the man behind all the Renegade game music to date, is to create something with an appropriately mediaeval feel for Millennium's game of the Robin Hood movie. Lutes, anyone?

So how many flippin' Bitmaps are there anyway?

Every time Renegade announces a new Bitmap Brothers production, there's a lot of talk of who's working on it. And every time there seems to be another Bitmap on board. If you're getting a little confused about who does what, you need the *Amiga Format* complete guide to Bitmap spotting…



RICHARD JOSEPH

Music and sound effects for *Gods, Magic Pockets, The Chaos Engine.*



PHIL WILCOX

Design for *The Chaos Engine.*



SEAN GRIFFITHS

Programming and Design for *Magic Pockets.*



STEVE TALL

Programming and Design for *Gods.*



STEVE CARGILL

Programming for *The Chaos Engine.*



TOM WATSON

Managing Director, Renegade.



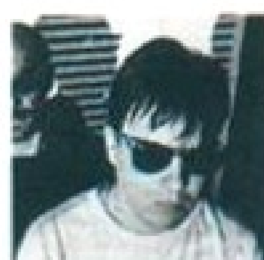
DAN MALONE

Graphic Design for *The Chaos Engine.*



NADJA SIM

PA to Mr Watson.



ERIC MATTHEWS

Creative Director, design for Gods and *The Chaos Engine.*



MIKE MONTGOMERY

Technical Director.

And the invisible Mark Coleman, Graphic Design for *Gods* and *Magic Pockets*, and Steve Kelly, Programming Director.

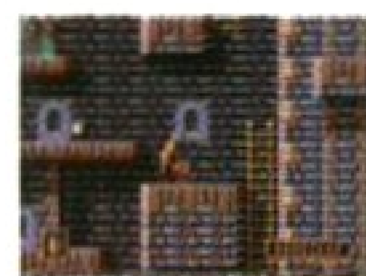
A Richard Joseph Coverdiskography

You might realise it, but master musician Richard Joseph's compositions have featured on many an *Amiga Format* Coverdisk demo game. Here's a list of just some…

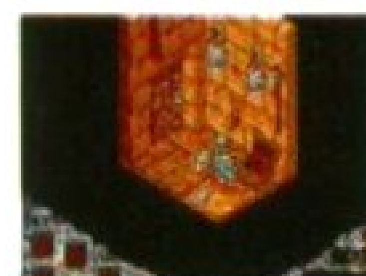


CADAVER (ImageWorks)
Coverdisk game, Issue 13
A strange original composition to accompany the last Bitmap Brothers game before Renegade.

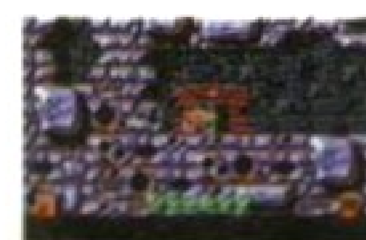
MOONSHINE RACERS (Millennium)
Coverdisk game, Issue 21
Appropriately crazed down-home country banjo music, created with banjo samples from the Cajun weirdies who kill the city dudes in the cult film *Deliverance.*



GODS (Renegade)
Coverdisk game, Issue 22
A weird, atmospheric and surprisingly catchy tune from the song *Into the Wonderful* by Nation 12.



MEGA-LO-MANIA (ImageWorks)
Coverdisk game, Issue 25
The full soundtrack is an appropriately threatening version of *Jupiter*, from The Planets by Gustav Holst.



MAGIC POCKETS (Renegade)
Coverdisk game, Issue 26!
There's only a tiny snatch when you finish the level, but the full intro will be a remix of Betty Boo's hit.

Now that you know the basic idea, have a go yourself! When you've loaded up the NoiseTracker program from the Coverdisk, you're all ready to take the samples that Renegade have provided and make a tune. **Pat McDonald** shows the way...

Doing the Do **Yourself**

TO GET STARTED, just follow through the instructions on these pages. If you have any problems, these little hints might help...

If you find a sample is too low in tone, hit the F2 key. This should raise it up a bit. Similarly, F1 brings the note down in tone.

If the mouse pointer goes purple, then you have accidently pressed the right button to edit some text (a file name, say). Press the left mouse button or Return to get back to normal.

When mixing the supplied samples, it's easiest to start with adding a Scratch sample. Just play about with it (don't bother recording) until you get a reasonable set of scratches. Then record them. Then try the Pop, which is a tiny bit trickier. The drums come next – there's a Snare and Bassdrum in there.

The hardest part to *NoiseTracker* is understanding the commands. This involves typing a number or letter immedietly to the right of the music note. To break to the next pattern, for example, you would have to put a D towards the end of the pattern – see the example commands. Don't forget to adjust the length of the song by one, otherwise you won't hear the two patterns in succession.

Have fun and take your time. Thanks to the PD programmers who have worked on the software, for no financial reward (too many to name here, but you know who you are). Finally, thanks to Richard Joseph and Tom Watson of Renegade software for providing the example on disk – it's from the music set-up as used by the Bitmap Brothers, you know!

THE THEORY

Rather than just playing one very long sample (which would take up far too much space in memory and on disk), *NoiseTracker* lets you build up music by arranging small samples into patterns. Then you can arrange the patterns into the full song.

When you first load *NoiseTracker*, the four columns of numbers represent the four sound channels of your computer. All the columns are filled with zeroes, because the program starts up blank every time. Every pattern has 64 spaces for notes to be entered.



GOING TO DISKOPS
This is the first screen you'll see once you've loaded *NoiseTracker*. For the moment, just click on the DiskOps button using the left mouse button.

LOADING THE MODULE

When you click on DiskOps, the top-right part of the screen changes and buttons for the various disk operations appear. Time to load a song! Just click on L Module, then on MixThis (which will appear). Then click on Exit.

L MODULE: Load Module. Click on this first! You will see the name Mixthis appear. Click on the name, the module will load.

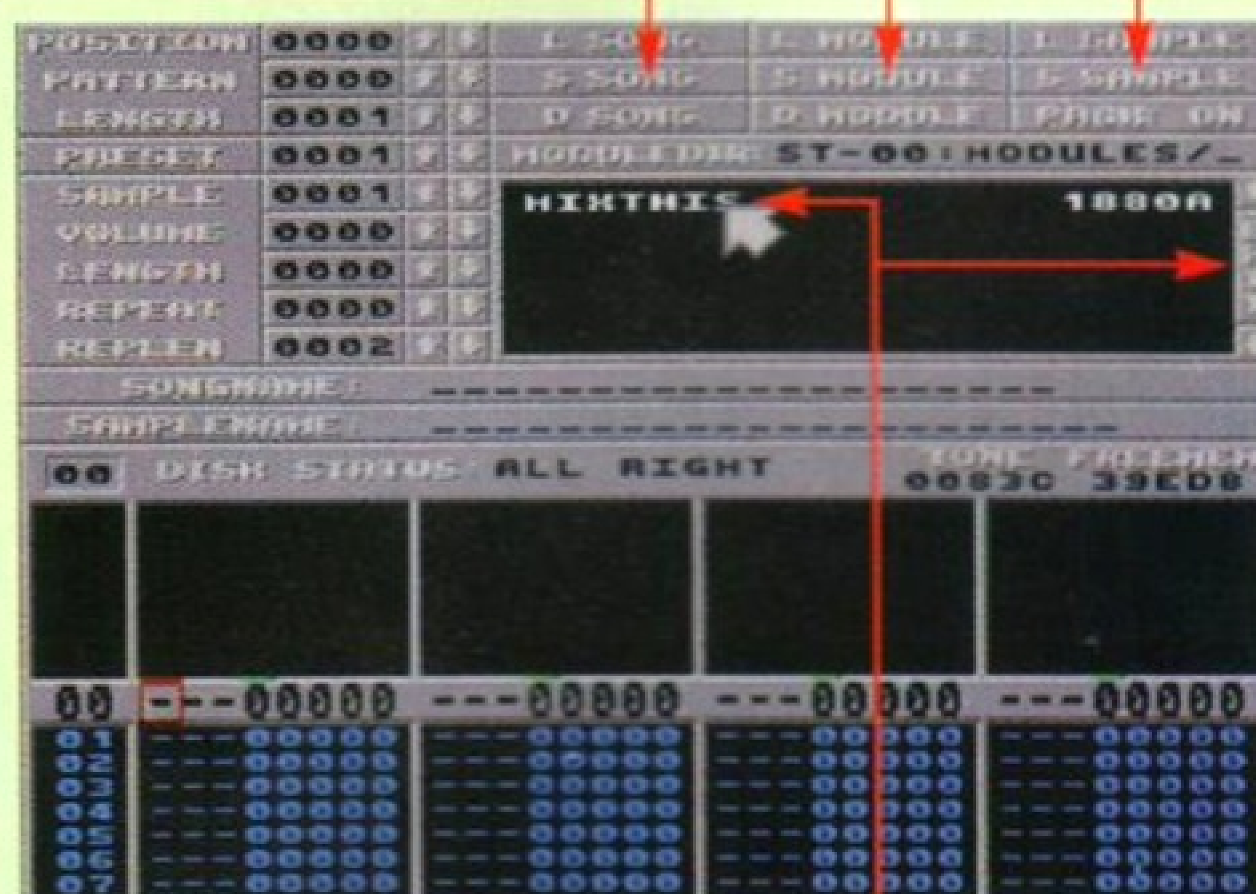
S MODULE: Save Module. Out to floppy disk, naturally.

D MODULE: Delete Module. Use with care!

S SONG: Save Song. Once you've created a masterpiece, you'll probably want to save it onto floppy disk.

D SONG: Delete Song. Wipes a song file from a disk. Use with care!

L Song: Load Song. Loads any *NoiseTracker* or *SoundTracker* song into the program, but you won't have any yet.



L SAMPLE: Load sample. *NoiseTracker* can load both IFF samples and raw binary samples.

S SAMPLE: Save sample. Not a lot of point, unless you're taking apart someone else's song to nick the samples. The currently selected sample is saved.

D SAMPLE: Delete sample. Again, be careful!

MIXTHIS: Name of the module. It will only appear after you have clicked on L Module.

EXIT: Once you have loaded the MixThis module, click here to return to NoiseTracker.

IT'S POPULAR!

There are two main strengths to *NoiseTracker* (or *SoundTracker*, or *ProTracker*, or StarTracker – there are many variations). The first is that it's easy to learn how to use the program just by playing around with it. Musicians tend to like simple, uncluttered systems that let them jam until they find the song.

Another point is that it's fairly easy for a competent machine code programmer to incorparate NoiseTracker modules into programs. This is why the program is used by many professional games software houses – they just hand the program to a musician, wait until some decent music is produced, and then slap it into the game. The same goes tenfold for PD machine code wizards.

IT'S UNPOPULAR!

NoiseTracker gives you very few hints as to how to do things. It's one of those programs you either like or dislike – certainly it's proved its usefulness many times over, but quite frankly it's not everyone's cup of tea. It doesn't like hard drive systems or living on a disk that isn't called ST-00, and it uses hexadecimal numbers for just about everything.

Another very important point is that it only works properly on A500s. It loads and runs on A2000s/A1500s, but the keyboard doesn't work, which renders the program useless. The joys of PD... Still, at least it's cheap and widely available and used, so it does have some things going for it.

PLAYING WITH SOUND

The main *NoiseTracker* screen changes again after you have exited DiskOps – the Spectrum Analyzer appears. The musical notes on *NoiseTracker* are played a bit like a musical keyboard, but on the Amiga's keys. The keys Z through M play the lower notes (with sharps above and to the right) and Q through P play the higher notes, again with sharps. Play about with these keys – the 'Huh' sample that loads up first you can play it at different tones and speeds.

UP DOWN ARROWS: Click on these to change the selections.

PATTERN: This is the current pattern for playback and editing.

POSITION: *NoiseTracker's* current start playback.

LENGTH: Change the length if you create extra patterns.

PRESET: The preset sample list requires you to configure *NoiseTracker* using machine code. Don't bother with it.

SAMPLE: The current sample you are playing. This should start off as Huh, but there are others to listen to. Click on the up and down buttons to hear them all.

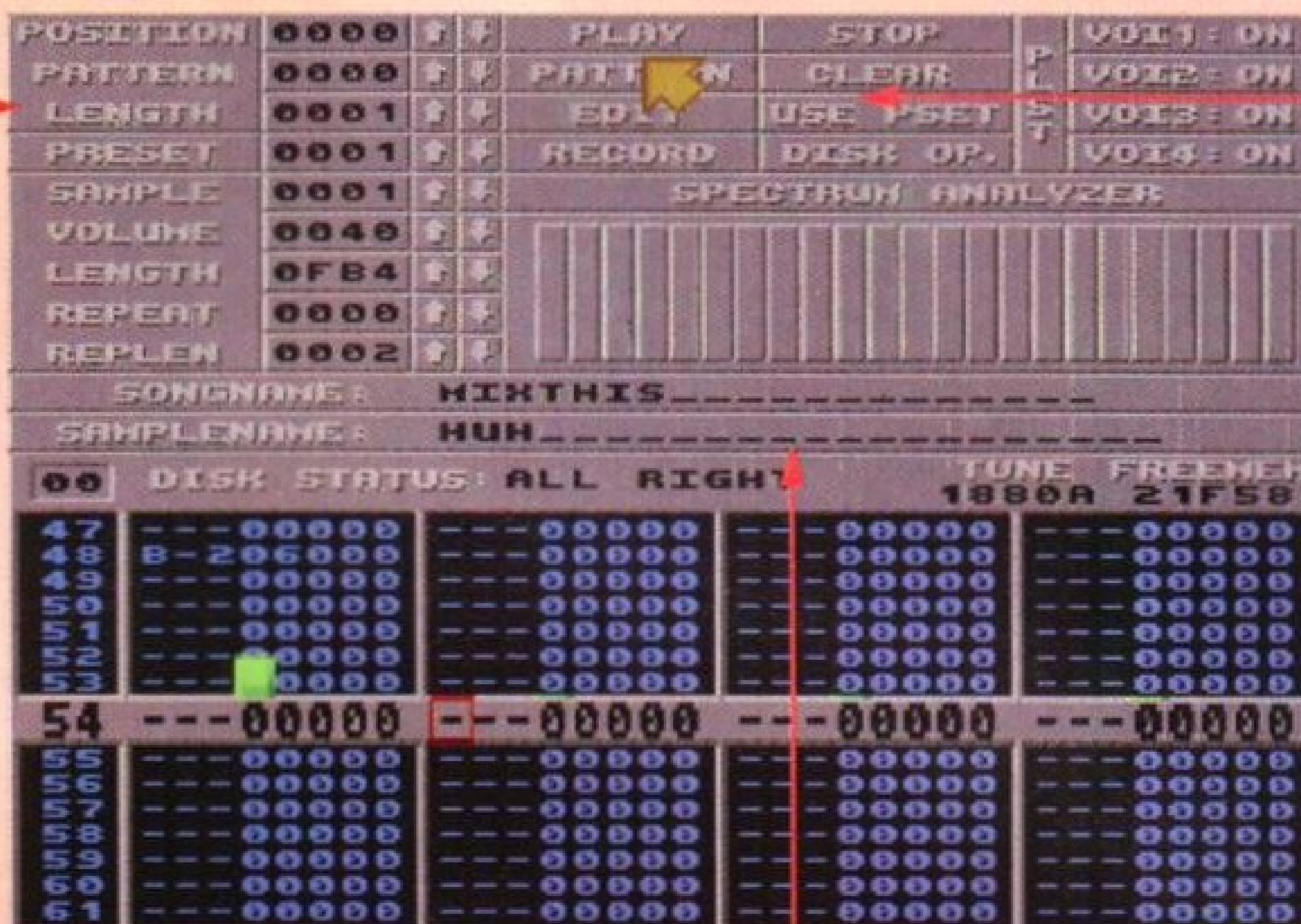
VOLUME: Click here to adjust how loud the sample will play (maximum of 40).

LENGTH: The length of a sample. Adjusting the length can create some interesting variations.

REPEAT: How many times the sample loops.

REPLEN: Erm... Your guess is as good as ours!

SONGNAME: The name of the track you are working on is displayed here.



SAMPLENAME: Check here for the name of the sample you are currently using.

00: This is the pattern number. It's handy to know which patterns you are editing.

DISK STATUS: If there's a problem with your floppy disk drive, it will be displayed here.

TUNE: How much memory does your music take up? Check here!

FREEMEM: How much memory have you got to play with? This is where to look.

VOI1, 2, 3, 4: By clicking on these buttons you can stop any sound from being played on any sound channel.

PLST: Preset List. Don't worry about it!

PLAY: Listen to the whole song by clicking here. Note that the Pattern, Position and Length govern what is played. Select it now – the backing track by Richard Joseph will play.

STOP: Stop playing the music by clicking here.

PATTERN: Play the current pattern only.

CLEAR: Wipe *NoiseTracker* clean by clicking this button. It's the way to start again if you've messed the whole song up.

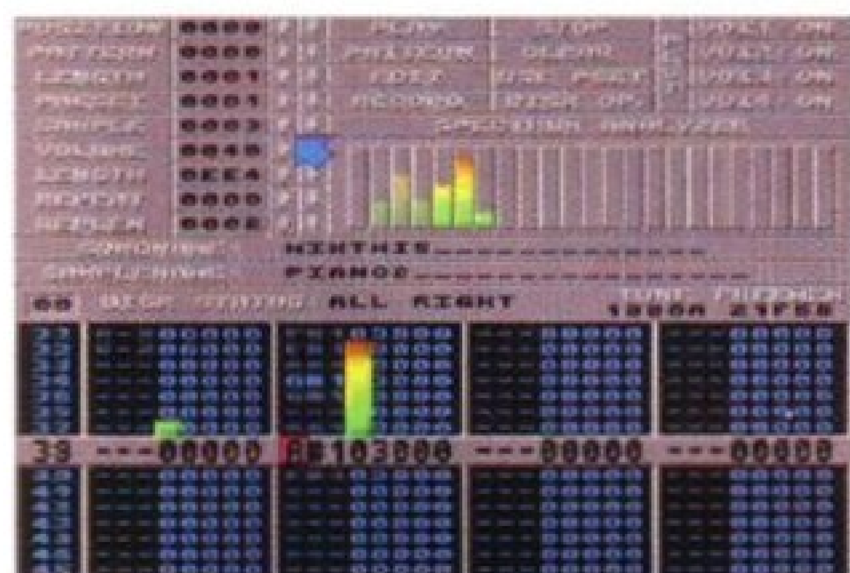
EDIT: Don't play around with this yet! It's used to manually set notes in a pattern. You have to do this sometimes, just to tidy it up.

USE PSET: Not supported. Leave it.

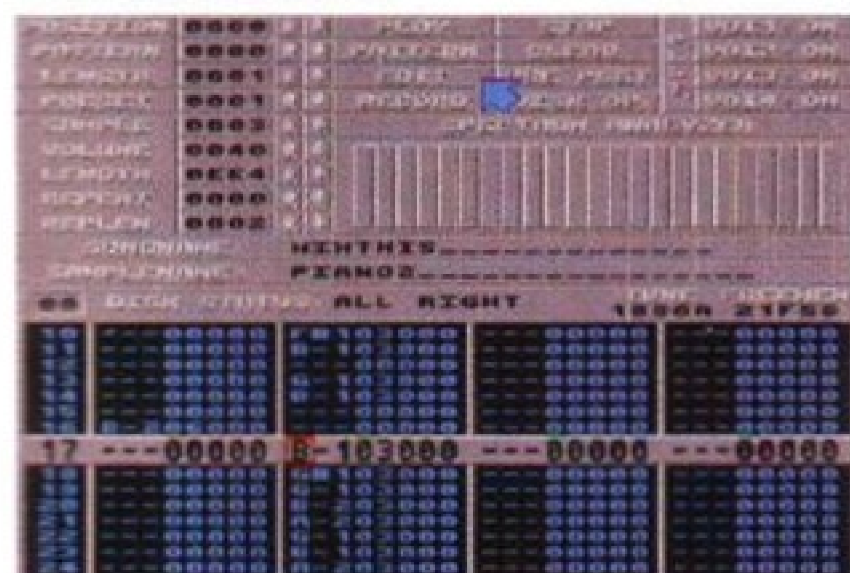
RECORD: Rather than editing your music by hand, you can play the keyboard live straight into a track.

DISK OPS: You already know what this one does, because you've used it!

SPECTRUM ANALYZER: Gimmicky but cute, this will show you graphically the tone of the sample you're playing.



ADDING TRACKS: Adding a track to the existing backing is very easy. Just click on Record, move the cursor with the cursor keys to the second column of numbers, and play the keyboard over the top. Don't worry if you don't get it quite right – that's what the edit button is for. Click on Stop when you've finished.



Click on the Edit button (or press the Space bar) to fine-tune your creations. This allows you to move up and down the column of numbers with the cursor keys, and across them as well. Use the Delete (Del) key to blank unwanted samples, and play the note to enter it. Simple. Press the left mouse button (or the Space bar again) to exit Edit mode – when you're editing, the mouse pointer goes blue.

COMMANDS

You may notice that there are some numbers after the sample note. These trigger *NoiseTracker* to do something to the note, apart from playing it neat. To alter them, use the cursor keys while the program is in edit mode (the cursor is blue).

To deactivate the command, you have to enter a zero (0) into the command space. Here's a list of the available commands. Note that all the numbers are hexadecimal: that is, you can specify numbers from 10 to 15 by using the letters A to F:

0 ARPEGGIO – 0 + second halfnote-add + third halfnote-add
This command will produce a one-channel chord.
C-3 00037 produces a minor-chord
C-3 00047 produces a major-chord

1 PORTAMENTO UP – 1 + portamentospeed
This slides the pitch up.
C-3 00103 1 is the command, 3 is the speed.

2 PORTAMENTO DOWN – 2 + portamentospeed
This command slides the pitch down.
C-3 00203 2 is the command, 3 is the speed.

3 TONE-PORTAMENTO – destination-note + 3 + speed
This will automatically slide from the old note to the new. To keep on sliding, just select the command 3.
C-3 00305 C-3 is the note to slide to, 3 the command and 5 the speed.

4 VIBRATO – 4 + vibratospeed + vibratosize
Make the sound oscillate (bounce up and down)
C-3 00481 4 is the command, 8 is the speed of the vibrato and 1 is the size of the vibrato.

D PATTERN-BREAK – D + nothing
This will end your pattern and go on with the next one.
C-3 00D00 D is the command, all others are a waste.

A VOLUME-SLIDE – A + upslidespeed + downslidespeed
Adjust volume up or down gradually
C-3 00A05 5 is the speed to turn down the volume
C-3 00A40 4 is the speed to slide it up.

B POSITION-JUMP – B + song-position to continue at
Jump to a different position in the song. Mostly used for restarting the song.
C-3 00B01 1 is the place to restart the song at. This command will also perform a pattern-break.

C SET VOLUME – C + new volume
Sets the current volume to your own selected. The highest volume is 40. All volumes are represented in hexadecimal.
C-3 00C10 C is the command, 10 is the volume.

E SET FILTER – E + filter-status
This command turns the sound-filter on and off. It's not fitted to early machines, so avoid using it if possible.
C-3 00E01 disconnects filter (turns LED off)
C-3 00E00 connects filter (turns LED on)

F SET SPEED – F + speed
This will change the speed of your tune. (how fast your patterns will roll). Speeds from 01 – 1F are allowed.
C-3 00F07 sets speed to 7

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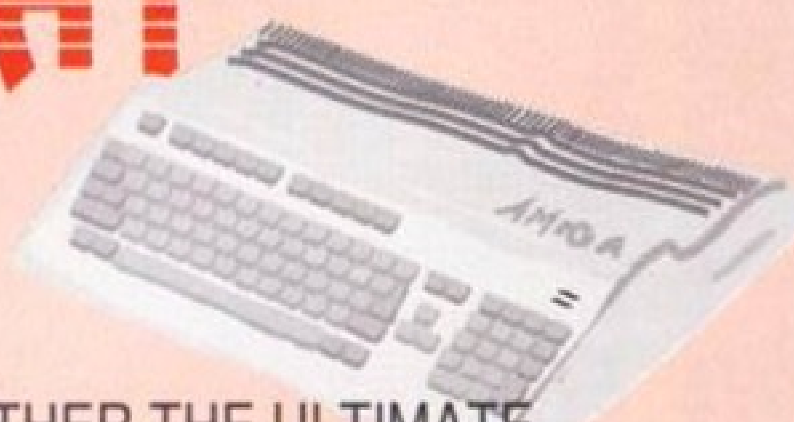
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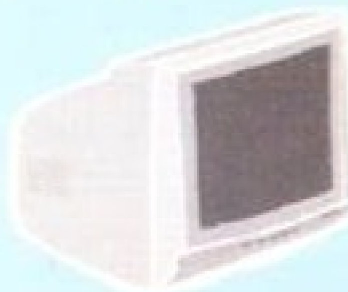
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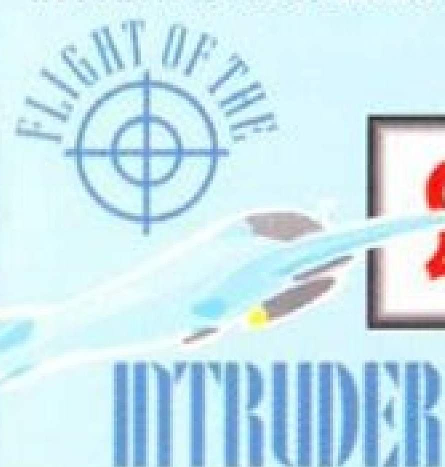


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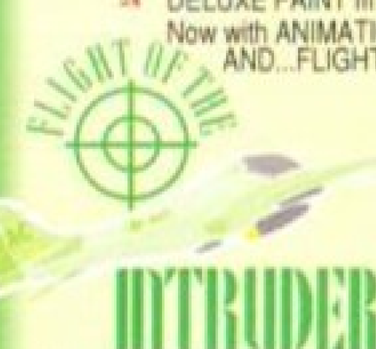


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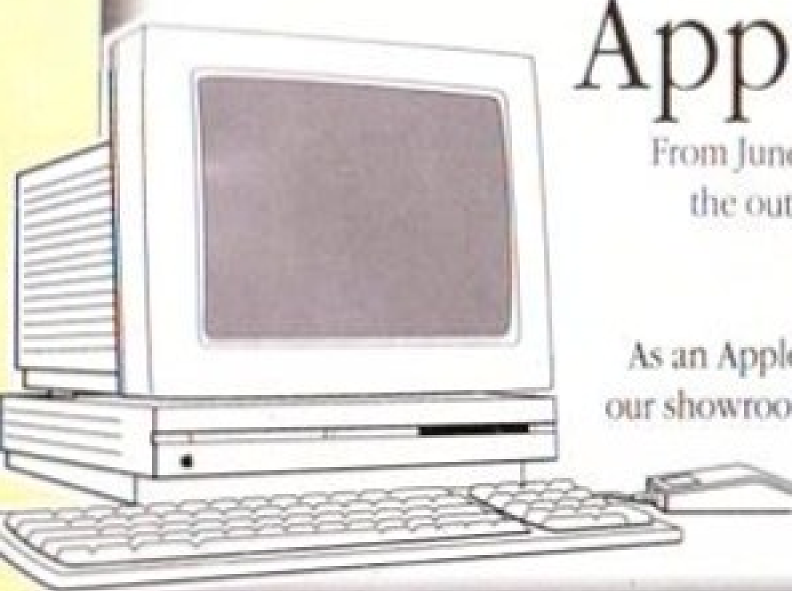
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PAGE 3

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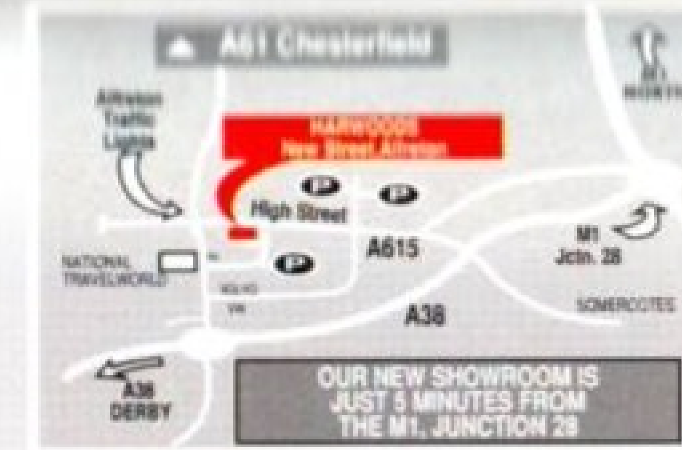
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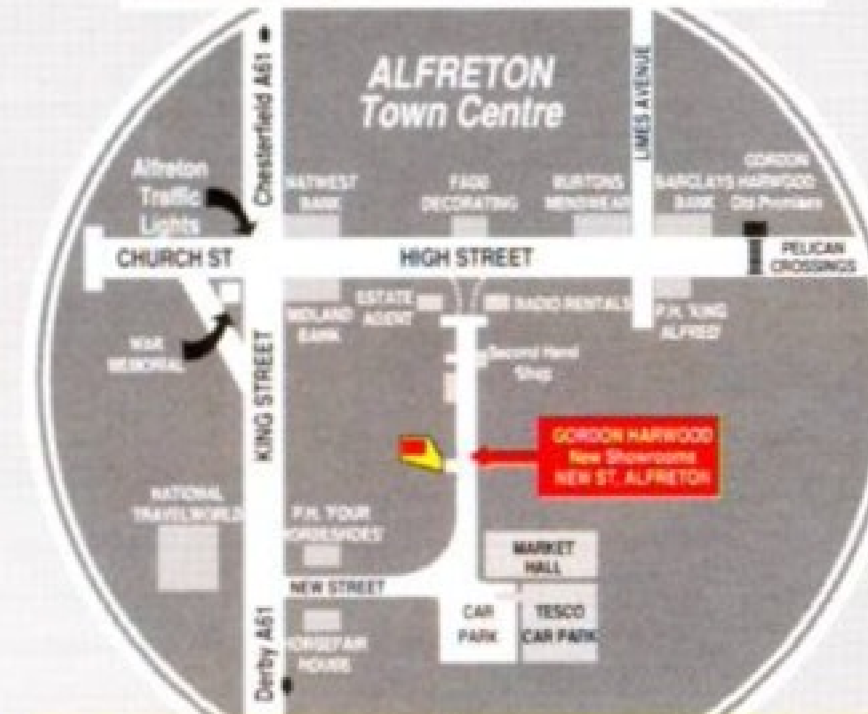
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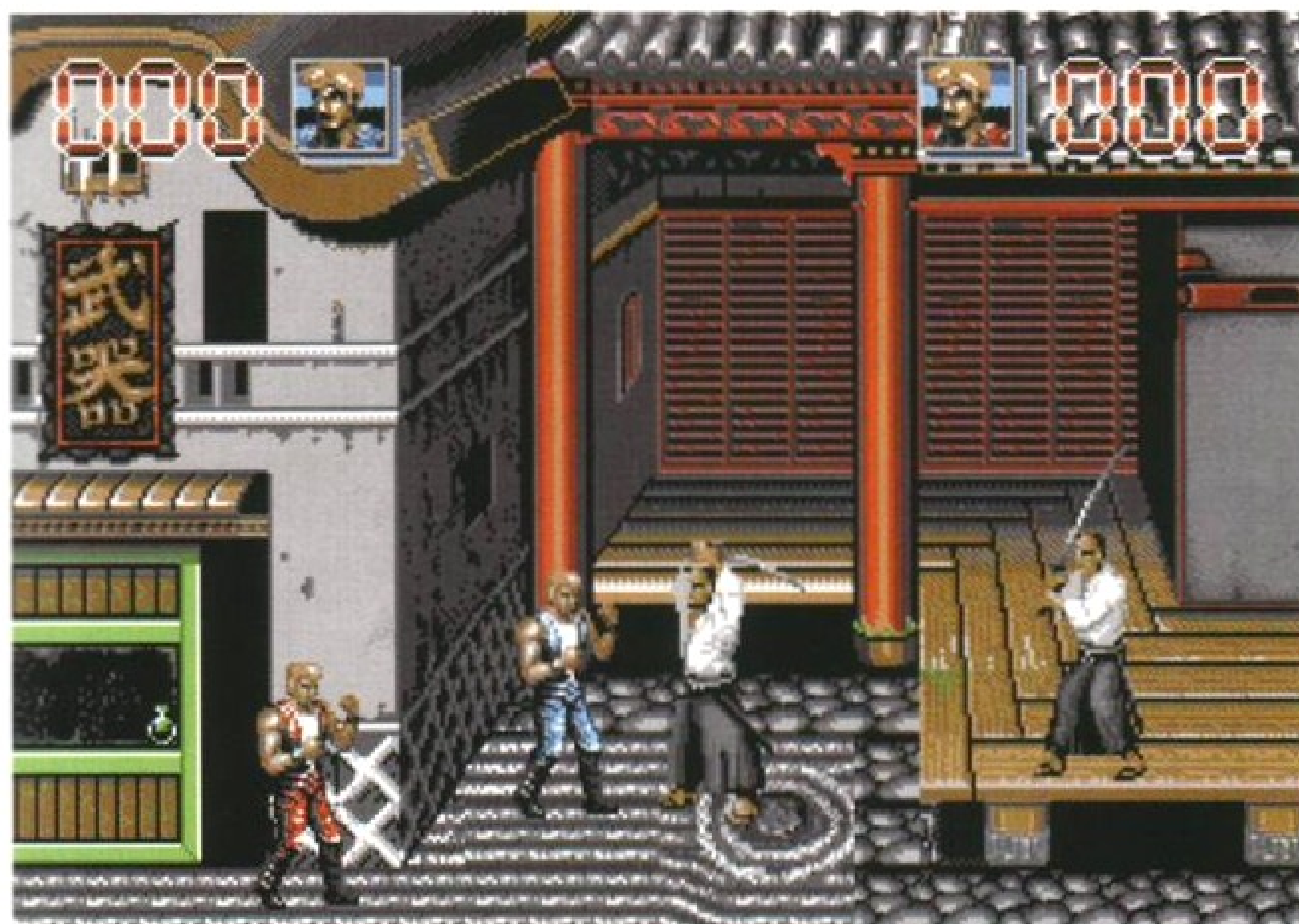






Coming Attractions

Looking for the shape of gameplay to come, **Trenton Webb** drives a Ferrari, beats up the odd ninja and even goes in for a bit of fondling.



Double Dragon 3 The Rosetta Stone

Publisher **Storm** Release **To Be Announced**

It was an excellent arcade machine, but the game has a tarnished reputation on the Amiga after a couple of poor conversions. This should change for the better with the third conversion in the series: the graphics are sharper and so is the gameplay. Power-up extra moves can be bought to help slap down more troublesome foes, there's a puzzle element and a choice of characters to play when you use a 'credit'. The Amiga needs a new beat-em-up champ, and this could be it.

Outrun Europa

Publisher **US Gold** Release **Late September**



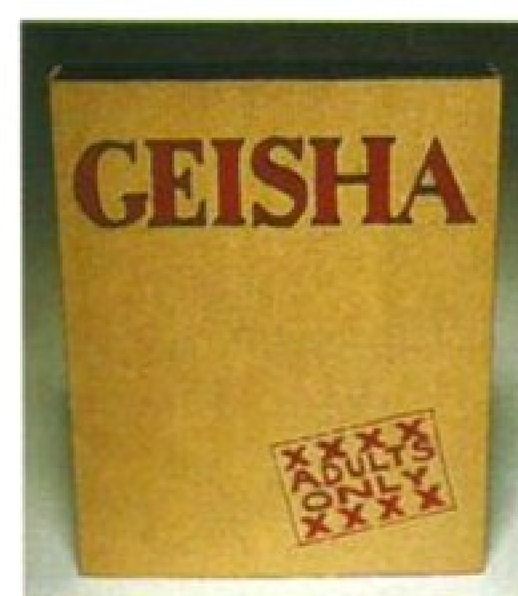
The famous *Out Run* Ferrari gets a bit of rest this time around: the faithful red speedster is just one of the ways you avoid a continental criminal conspiracy who are out to capture you. As well as the Ferrari F40 or a Porsche 911, you get the chance to race a high-powered jet ski over the English Channel, ride a Yamaha Grand Prix bike through France and take a turbo-powered boat to cross the Med. A strong mix of race ideas, *Outrun Europa* should have a real edge over one-vehicle racers.

Short stuff



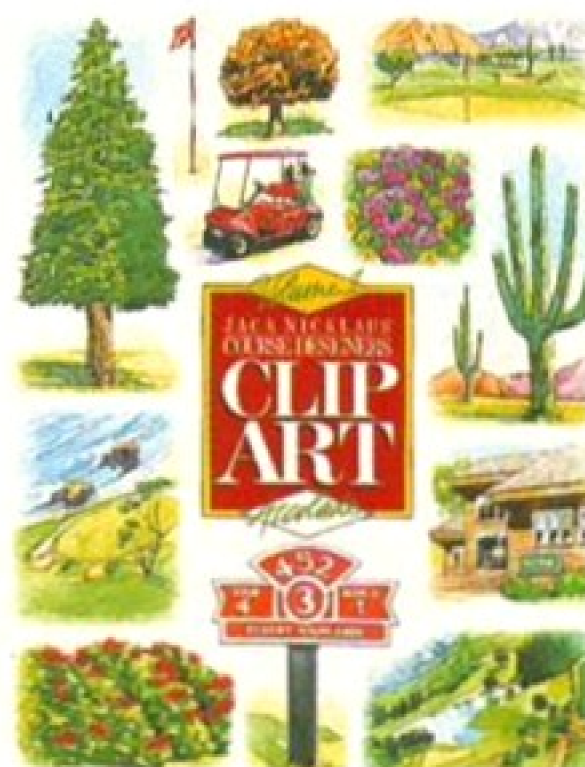
Oh no! It's a crushingly duff movie! And it's coming this way!

Normally software houses fight tooth and nail to get the latest, newest and most costly movies – but Gremlin have to be different. They've just signed the licence to a movie that's universally agreed to be the worst ever made, *Plan 9 from Outer Space*. Fortunately it has far more going for it as a game than it did as a film, because the programming team in charge of the conversion is the excellent **Pixel Productions** (who used to work with **Cinemaware**). To them falls the task of 'shooting' and squeezing over 50 digitised scenes from the movie into the game. Horrendous alien invaders should be landing early next year.



For your eyes only, if you're over 18 with dodgy morals.

Electronic Zoo's controversial *Geisha* will be sold in a brown paper wrapper marked "Adults Only". Seriously! It's the plot that makes it a bit dodgy: you are trying to save your girlfriend Eva who has been kidnapped and "during your efforts to save Eva you will take part in a number of frenzied erotic episodes… such as seduce, caress and excite". And these are the more polite ones! *Geisha's* gameplay is clean enough, though: a series of puzzles and tests of mental agility. No naughties there!



Oooh! What a lovely cactus! That would look nice at the 14th tee.

Supplementary game disks are all the rage again. *Hero Quest Disk 1* goes out this month, as does a rather bizarre golfing extra. Filling out the substantial *Jack Nicklaus* collection comes *Clip Art*, which supports *Jack's Course Design*, allowing you to add extra cacti and ball-washers to the course of your dreams.

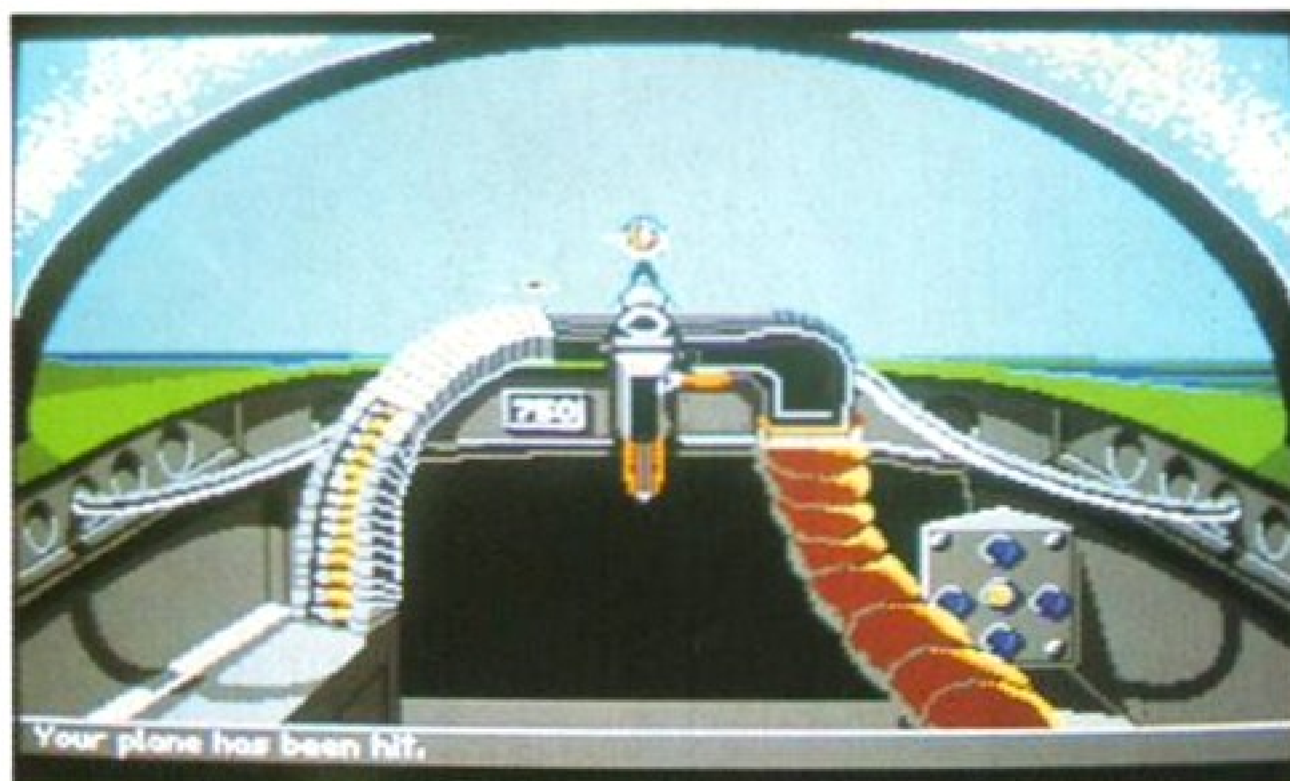
Continued overleaf

Like father, like nephew. The whole Godfather saga will be played out by Delphine in US Gold's graphic adventure epic.





The cynics who reckoned that **US Gold's** *Godfather* licence couldn't possibly make a good game may yet be proved wrong. **Delphine,** the graphic adventure specialists behind *Cruise for a Corpse* (see the review on Page 64), are to be in charge, giving it a great chance of making the grade.



Their Finest Missions – never in the field of computer flying has a game written by so few enthralled so many for so long.

Another additional disk on the way will please fans of the hugely good *Their Finest Hour* from **Lucasfilm**. Entitled *Their Finest Missions*, it contains 23 new, and incredibly tough, jaunts into the wild blue yonder – including a delightfully named 'Suicide' mission for the real pros. If you're still having trouble getting your Spit back to base, though, don't worry, a proficient pilot for each plane is also provided.

Italian software house **Idea** has been showing out with a new concept puzzler *Clik Clak*. It's sort of a *Crystal Maze* meets *Pipe Mania*, where you have to try to put together the working parts to make a clock, while working against a tricky time limit. There's a curious plot twist as well – you're building the clocks on famous monuments! This one is strange enough to work as a test of lateral thinking and mouse speed.



Orange clockworks – only less violent!

Previews update

Alcatraz – Infogrames: two months to go, with good behaviour!
Megaphoenix – Dinamics: Almost ready to fly.
Arachnophobia – Disney/Empire: Still spinning the code.
Dragon Fighter – Idea: The first bout has now been rescheduled so expect it to come out of its corner fighting in September.
Zone Warrior – Electronic Arts: Has time-warped to late 1991.
Mad TV – Rainbow Arts: To be broadcast shortly.

Big Run

Publisher **Storm**
Release **December/January**



The ferocity of the Paris Dakar Rally has already hit the arcades with Jaleco's *Big Run* and soon Amiga rally drivers will be piling round this car-destroying course too. It'll be a toughie to convert, but if Storm can do it there's some cracking winter racing ahead. Keep death off the roads, drive in the desert!

Final Blow

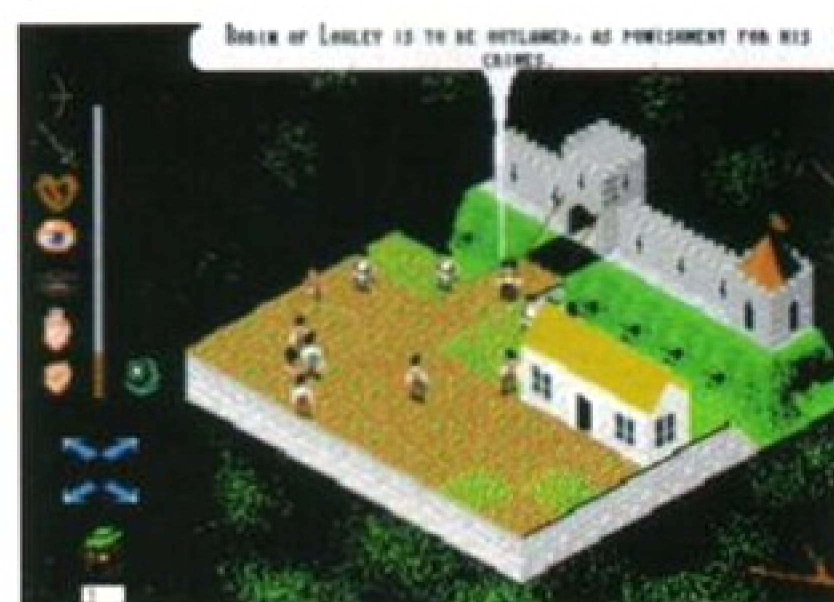
Publisher **Storm**
Release **September**



Taito's pugilistic arcade game could be a real contender on the Amiga. Usually arcade features get lost in the conversion to computer, but Storm are actually adding two new opponents to this gentlemen's beat-em-up. Ten fighters are ready to punch you out with a gamut of boxing blows – you just have to stay standing until you find their weak spots!

Robin Hood

Publisher **Millennium**
Release **October**



Fortune favours the brave, and fate has smiled on *Robin Hood* with the coincidental release of two major movies. Millennium claim the real-time adventure system *Robin Hood* uses has been seven years in the making! All the characters have histories and a purpose; so players can roam a totally free environment picking up clues, at the same time as robbing the poor to give to the rich – eh?

Thunderjaws

Publisher **Domark**
Release **Late Summer 1991**



This is a mix of arcade blasting styles, taking the best ideas from the *Rolling Thunder* genre of horizontally-scrolling, balcony-leaping, enemy-shooting two-player action plus a shoot-em-up style swimming section where divers go up against cyber sharks and worse. Authentic arcade graphics are promised along with a custom theme to add atmosphere.

Cardiaxx

Publisher **Electronic Zoo**
Release **Autumn 1991**



At last there is a game that will bring *Defender*-style action into the 1990s, using textured metallic graphics and masses of samples. Instead of piling through a one-way system shooting all and sundry, you patrol an area – shooting all and sundry! A cyber feel and Arnie-style speech add extra threat.

Sarakon

Publisher **Virgin**
Release **September**



This puzzler is a race against time to clear a board by identifying matching pairs of tiles and the route between them. The gameplay gets more complex as you progress, with the introduction of multiple layers of tiles on the same board and a time limit. Simplicity is the basis of any puzzle game and *Sarakon* scores there. the only thing that remains to be seen is how Virgin twist this game on the later levels: and that will decide its fate.

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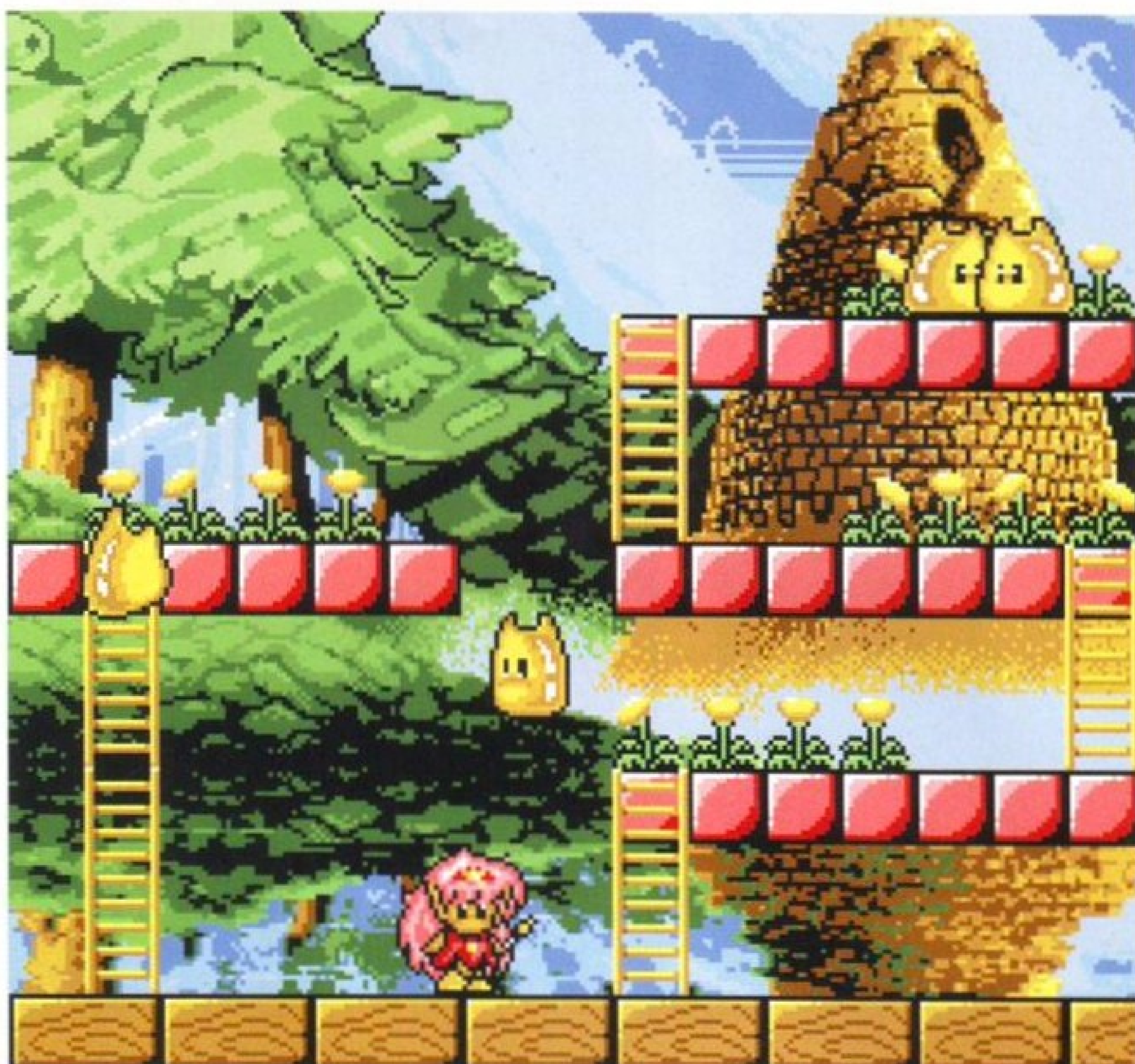
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A *Rainbow Islands* beater? Can Storm's cute coin-op really take the top spot?

"So cute it'll make you ill" boasts the press release – which may not sound like a compliment, but it is! What's more it stands every chance of being true! Ever since they finished *SWIV*, the Storm crew have been undergoing lessons in being cute, as they try to convert the Jaleco coin-op classic on to the Amiga.

The tale is of everyday fairy folk who are on a mission to save their mom – who went and got herself kidnapped by a passing eagle. The trail leads them to a tower filled with platforms, flowers, ladders and monsters. The kids must dart up ladders, to reach the platforms, to collect the flowers and avoid the beasts.

As with all cute heroes Tam and Rit have a special power. In *Rodders* it is the ability to create a temporary ladder to any platform immediately above or below. On top of this they have a magic wand which can catch or kill beasties. This combination of special powers and perils makes for some massively frantic climbing and bashing, when the nasties come en masse.



Tam, half of the hero team, is under attack from a potato monster. This will call for some swift footwork and nifty use of the magic rod. If she can catch the beast and bash it's head on the floor then it will turn into a bonus -- which will help wipe its fiendish friends.



Oh no it's the pathetic sharks! Their tears are deadly, so Tam had better take care when collecting the flowers – these flowers are the source of bonus points and are worth nabbing.

Rodland

Publisher **Storm** Release **September 1991**



Rodland is an instant visual hit, especially when the monsters animate. Each has its own characteristics, but these aren't just cosmetic, they show when and how the creatures will attack Tam and Rit.



Over the Rainbow

Rodland has that *Rainbow Islands* feel about it, but not in any derivative sense. Both share the same bright look, but it's in the way they play that binds them together. Both allow their heroes to reach higher/further up the screen in order to escape monsters and reach bonuses– *Rodland* with its ladders, *RI* with rainbows. More importantly, both games stress standing next to creatures in order to capture them. This enforces good timing and guarantees plenty of credit threatening close calls. Furthermore, to get bonuses you have to manipulate the trapped monster. An act which roots you to the spot for several dangerous seconds.

It is NOT a *Rainbow Islands* clone though. The similarities are only those of strong gameplay. *Rodland* adds further spice to the mix with its large sprites. They don't just look spectacular but also effectively shrink the playing area. And with less space for you to hide in when the going gets tough, precision is essential.

Tears of a clown

Supporting the gameplay is a strong – tongue-in-cheek – sense of fun. The creatures look humorous, but have a psychotic glint in their eyes. Starfish wibble, wobble and giggle but throw a mean boomerang. Sharks break down into bouts of tears, but these are tears of the crocodile kind.

Rodland looks set to be Storm's third arcade-style smash in a row, following in the shoes of *St Dragon* and *SWIV*. Its strength can only be judged in depth by serious play, then it will be clear if it can live up to its promise and challenge the cute greats of gaming. Could it be *Rainbow Islands'* days are numbered?

How can *these* people be cute?

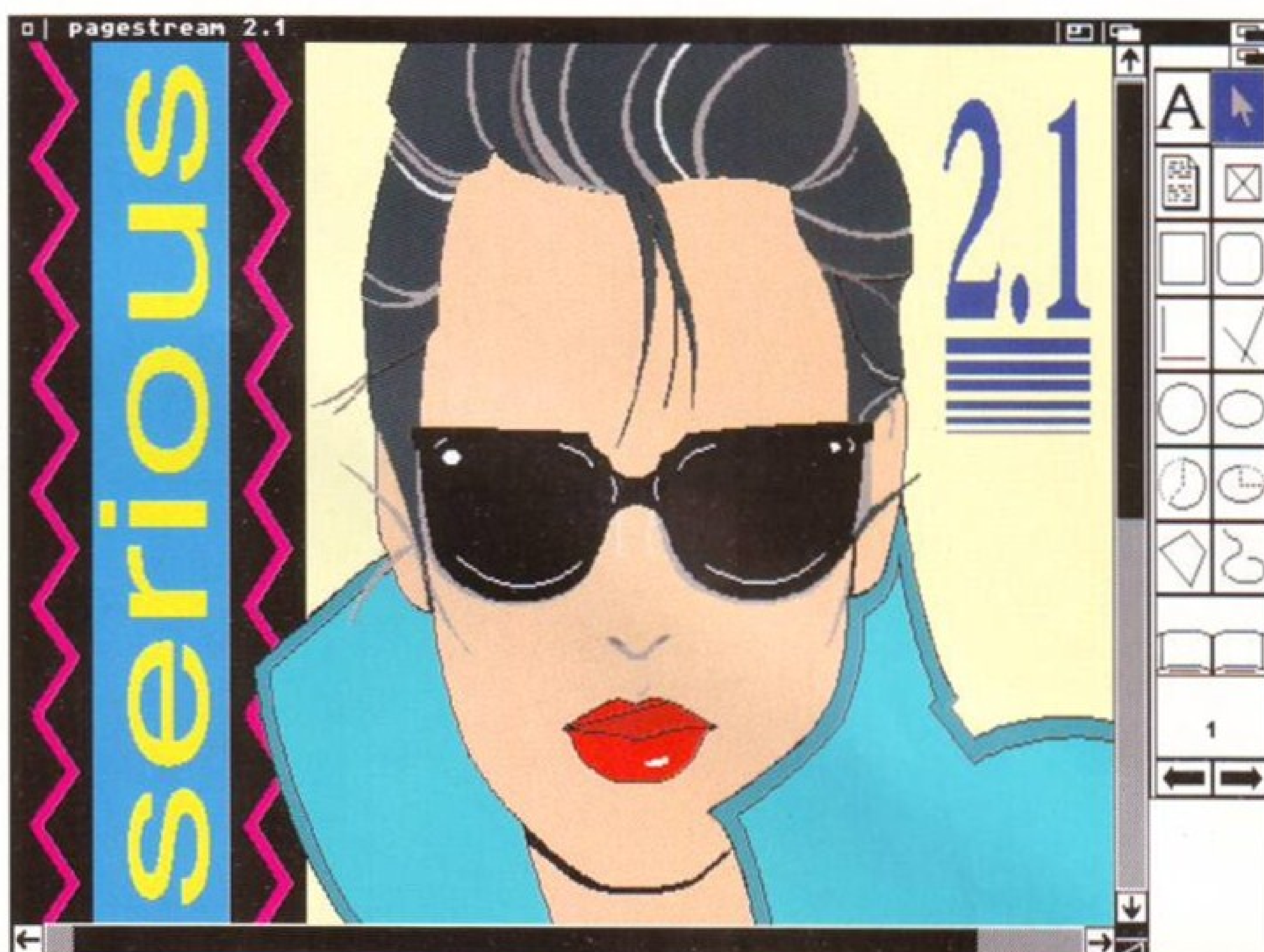
If you look at Storm's previous releases as a guide, their preferred game forms look, well, vicious. Both St Dragon and SWIV were celebrations of excessive overkill, where you impressed folk with the size of your power-ups. So it seems highly improbable that such dedicated followers of fire-power fashion could trade their 'super-fast spread fire' roots for cuteness so easily. Storm's previous releases, though, had some truly vicious game tricks under their not-so cuddly exteriors. Maybe there are tricks even a Special Weapons Interdiction Vehicle will have trouble beating!

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TIFF	N	Y
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EPS – view TIFF preview	N	Y
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IMG	N	Y
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FONTS	ProPage	PageStream
PostScript Type 1	N	Y
PostScript Type 3	N	Y
Compugraphic	Y	Y
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# Outline Fonts Included	2	18
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INTERFACE		
Framed Text	Y	Y
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# of Open Documents	1	Unlimited
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— Jonathan Living
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Currently in progress is a game that will set players the challenge of building a dream world on a barren alien moon. The ultimate aim is to bring the quality of life up by 90 per cent, which should prove to be a real, but enjoyable, problem. There are planning puzzles to resolve, resources to manage, people to be gainfully employed, sports to organise and 10 different alien races to beat off in the mean time!

It is totally mouse driven and the aim is to bring the logistic challenges of colony creation to life in a realistic, isometric 3D mode. Using both icon controls and directly driveable sprites – for tanks and their ilk – *Utopia* should be a high-speed race for domination. The Alien Nation scenarios, where you race and fight strange itinerant species, add the spice while the strategic side adds depth.

At the time of going to press, the graphic interface was up and running but many of the tactical control features have yet to be implemented. It's already clear, though, even on a straight count of the variables, that the game will be a complex animal. It's not just a straight building game or arms race. Different factors will come into play at different points in the game, which should vary pace and playing style to keep this huge task entertaining.

All the strategic options, though, are subservient to the graphics interface, which is why that has received most of the attention so far. Without it there's no useful way to test and tweak the tactical side of play. An outline of the more basic options and how they will affect the game is given below. And even when the pressure's off, and you can study the figures, the potential for variety is staggering!

Utopia. This is the display you'll see of the colony. The isometric perspective allows for that 3D feel, while the sprite base allows real detail. To the right will sit the control icons (shown below) by which all actions are initiated.

What makes a good god game? Gremlin think they've found the answer in good housing and alien bashing! But is it paradise?

Utopia

Publisher **Gremlin**
Release **Late September**

Iconography for beginners

These are the main mechanisms by which the colony is controlled. Each leads to a more detailed sub-menu and serve as an indication of the game's potential complexity.

Build – Pick a building, any building and slap it on the map.

Destroy – Ooops, sorry! Didn't really mean to build that weapons plant next to your house sir! Click on any building to destroy it.

Finance – This leads to one of the major 'sub-game' sections. Here you balance the colony budget and can also trade commodities to raise more dosh.

Factory – Lets you influence the amount and nature of items produced in the factories. Getting the right people, for the right job is just one of the problems.

Map – Brings up a map of the entire playing area. Used for guiding vehicles and checking their current location.

Pointer Placer – Vehicles are always sent to pointers. Pop them on the map if you want a tank or plane to go there.

Advisors – Brings up a batch of friendly folk who'll tell you the best place to spend your cash – and why you shouldn't invest it with 'dodgy' merchant banks.

Spy – Another sub-section, this lets you send out boys to see what the Alien Nations are doing. A very useful source of hints and early warnings.

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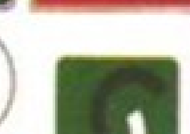
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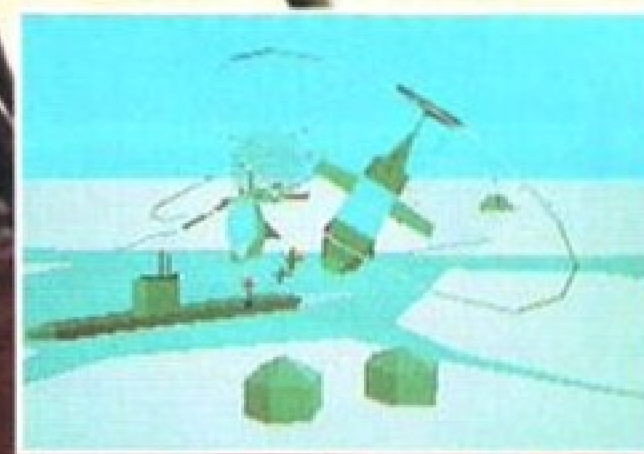



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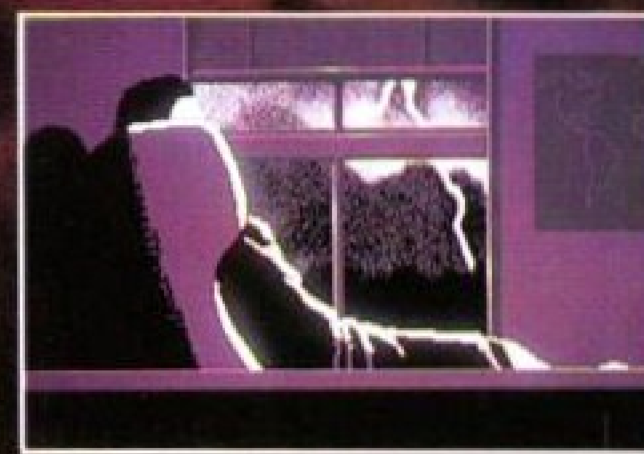
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SCREEN PLAY

Get the Power!



Have ImageWorks gone mad with Mega-lo-Mania? Is this gaming's new top God or a delusion of grandeur? Powermongers battle for Supremacy on P.54

Screenplay is the showcase for all the latest Amiga leisure software. Its brief is to review games just before they hit the shops, to provide the most authoritative and accurate purchasing guide found in any Amiga magazine. You'll find no PC or ST games masquerading as Amiga software here.

The reviews are written by the *Amiga Format* staffers as well as seasoned professionals, drawn from Future Publishing's crop of market-leading computer titles. This month's reviewers are: Trenton Webb, Maff Evans, Paul Lyons, Frank O'Connor, James Leach, Neil Jackson and Andy Hutchinson.

Thunderhawk

Gunning for Gunship! P.80

Battle Chess II

Oriental classic meets pretty pics, but has the gaming gone to pieces? P.71

Jimmy White's Snooker

Virgin's Whirlwind gets 15 on the Beaufort Scale! Join the cue on P.58

Mega-lo



First choose your island. Three make up an Epoch and can be played in any order. Then select the number of men you wish to commit to the struggle. You're given 100 new troops for each Epoch and you have to decide how many and where they'll fight on that island.



On arrival you see the chosen sector with your base tower. To the left of the tower is an open-cast mine, from where your minerals are extracted. At the moment it only yields a few, but it can be improved to give a wider range of resources.



Click on the light-bulb icon in the cluster and you are presented with a list of possible inventions. To invent this shield, click on the picture. When the equation appears, add researchers with the right button. The clock tells you how long it will take to research.



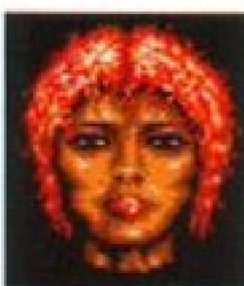
While waiting for the invention to be finished, there's time to look around the island. Click on any sector of the map (top left) to move around. Oh look, Yellow and Green are scrapping, which means your two worst enemies are actually killing each other! Ha!



The numbers by the shields show how many men any team has out in the sector currently being viewed. You can also ask for an alliance by clicking any shield – Yellow here as he has most men – the leader will then appear and give a simple 'yes' or 'no' answer.

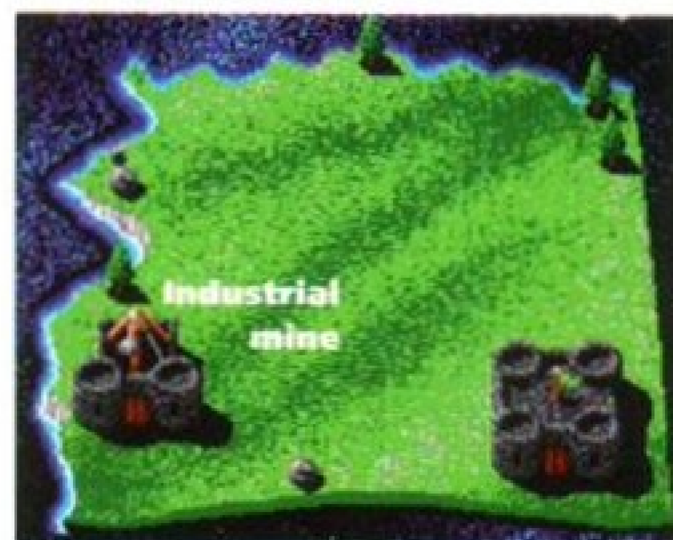


The invention is finished and as a result the Blue team advances a tech level. This opens up new avenues – better minerals and weapons! The tower changes design to reflect this. The bricks and mortar icon shows that a mine can now be built.



Scarlet

Ferocious leader of the Red Army. She is one nasty lady!







The Green team are ahead in the mining field. They have a covered mine and an open-cast affair. These allow mineral extraction and weapons construction. The open-cast mine is less efficient than a mechanised one, but will do until the Greens rise through tech levels. A covered mine needs building and this takes manpower away from the main war effort.



The Blues have advanced a tech level ahead of everyone else. This will make both alliances and attacks more likely as the competitors fight to nullify this advantage. The high tech level will allow them to build much better weapons (if they have minerals) and therefore gain an edge in combat – if they manage to live long enough to use it!

Two faced and very sly, Caesar is the leader of the Green Team.

Caesar







It looks like *Populous* and has the tactical edge of *Powermonger*. Is it trying to beat the gods at their own game, or is the similarity just skin deep?

Political influence is OK, and military muscle will do, but true megalomaniacs lust after absolute power. *Mega-lo-Mania* focuses on this grim pursuit, but with a smile on its face and with its tongue firmly in the cheek. Have Sensible Software managed to crack it and create a strategy game that's amusing, or are the laughs being used to disguise light-weight gameplay?

Of cabbages and kings

Mega-lo-Mania is a game of minerals, technology and people. Minerals are what's used to build weapons with, technology provides the designs they are built with, while your people go out and use them on the enemy. Managing all three properly can prove difficult though, in this four-way arms race, because victory is far more important than quality.

Mega-lo-Mania is a battle to dominate 28 islands. Each one is divided into sectors and it is here that the minerals come into play. Only one warlord can control a particular sector and extract minerals from it. Because each sector has different minerals, controlling the ones with the best range of elements is important. Without minerals you cannot develop weapons and without weapons: well you're history!

Technology is the driving force behind *Mega-lo-Mania*. Man's trip through the art of

-Mania



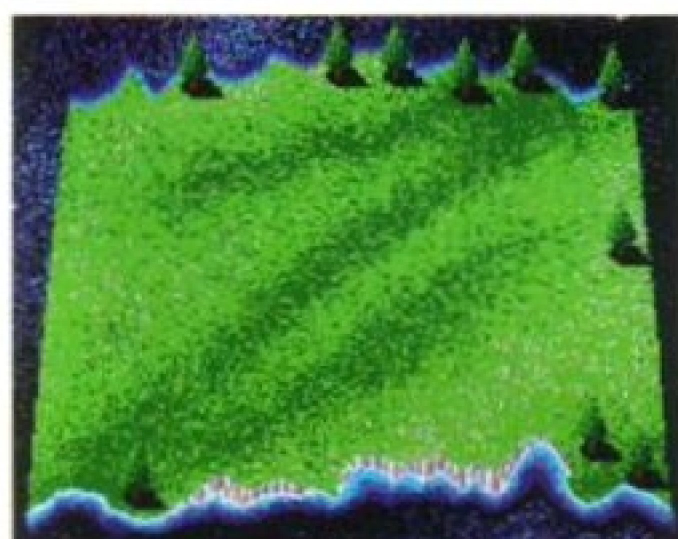


Red is in trouble, real trouble. They have been unlucky in their choice of sector. Going for good minerals they find themselves surrounded by Green and Yellow. Unless they form an alliance with one, or both of them, they will not be able to move out any troops without going to war.



Yellow is playing a strong game. They have a mine and are getting ready to send out a raiding party. If they are going to war, their lack of sophistication (they look like cavemen!) will make them easy meat. They could colonise the sectors below them, though, and build their strength up that way. If they form an alliance they will not be able to build. This a handy tactic when you want to stop another team expanding before you're ready to meet and kill them!







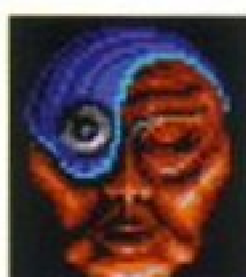


Oberon

Leader of the Yellow squad, A very violent customer.

Madcap

King of the Blues, he's very defensive, but plays well.



destruction has been split into 10 different 'tech levels'. At first you can only use sticks and stones to break bones. But as the little people gather more minerals, they make scientific breakthroughs and so advance through tech levels. This allows you to build better weapons and gain that vital edge. If you've a cannon then a guy with a stick ain't much hassle, if on the other hand you've got a nuclear missile the man with a cannon's dead meat.



The people you command are stupid. Left to their own devices they'll just collect rocks or sticks and reproduce. It's how you use them that matters – where, when and for what task – that seals your fate. They can be left in the tower (your home base) to procreate, or go out and mine for minerals, work in factories building weapons, research new battle systems or go to war. If you make the wrong call then an aggressive enemy will simply sneak in an early attack with basic weapons while you are labouring away on the high-level stuff. Alternatively, lower-tech equipment often proves to be all but useless when up against high-tech defenders.

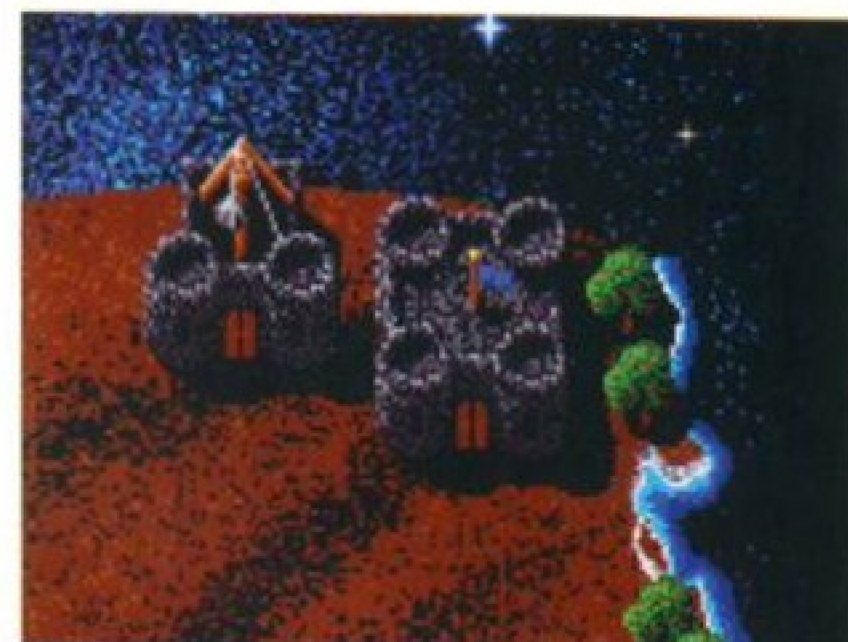
Island records

Mega-lo-Mania is split into 10 levels or Epochs. Each Epoch has three islands, and they share the same starting tech level. It's possible to advance three tech levels above this, so a clever warlord can battle bows with biplanes. All an Epoch's islands must be dominated before you move up to the next Epoch. Knowing which weapons to expect from which minerals at any given tech level forms a vital part of the *Mega-lo-Mania* learning curve, essential if you're to win an Epoch.

Continued Overleaf



The scroll Icon will tell you which elements are needed for an invention to be built. The shield icon shows your shield invention can now be built. The 35 men allocated to the bricks-and-mortar mine icon are the folk who are currently employed in building the mine.



Oh look, a mine! That little building next to your tower replaces the open-cast pit of yesteryear. This building is obvious to all the other players, so they will know of your potential mineral wealth and may attack. It's time to start thinking about weaponry.



Move the hand cursor to the numbers below each icon and press the right button to instruct your people to do a job. Here 10 are digging for Planetarium, and seven are mining Moonlite. The other 36 are sat in the tower breeding until they are given an instruction.



Back in the design cabin, your researchers now have plans for a crossbow defence. Having pulled out some miners means there is a potential force of 47 inventors. The equation shows that this many men will take zero game turns to invent the bow.



Now the bow's finished check out what it's made of. The logs are collected automatically but the Planetarium has to be mined, so some people will need to be put on the case if bows are to be built. The bin at the bottom is used for scrapping redundant designs.



The bows are beginning to roll in, hence the appearance of the bowman icon, signifying armed bowman defenders for your tower and mine. Grey arrows show which icons you can currently access, so as Blue has no offensive weapons the sword icon isn't arrowed.



Each defender has to be placed in a turret. Just click on the master-defender icon and then pick the weapon (here it's bows) and place them there. They are well protected and so should see off any wandering villains who try to have a crack at the Blue tower.



A quick check on the minerals situation. The hands show that a mineral is collected automatically and the men indicate that people have to go and dig them out. Unfortunately even the 30 miners produce very few of the minerals, necessary to build Blue's defensive bows .



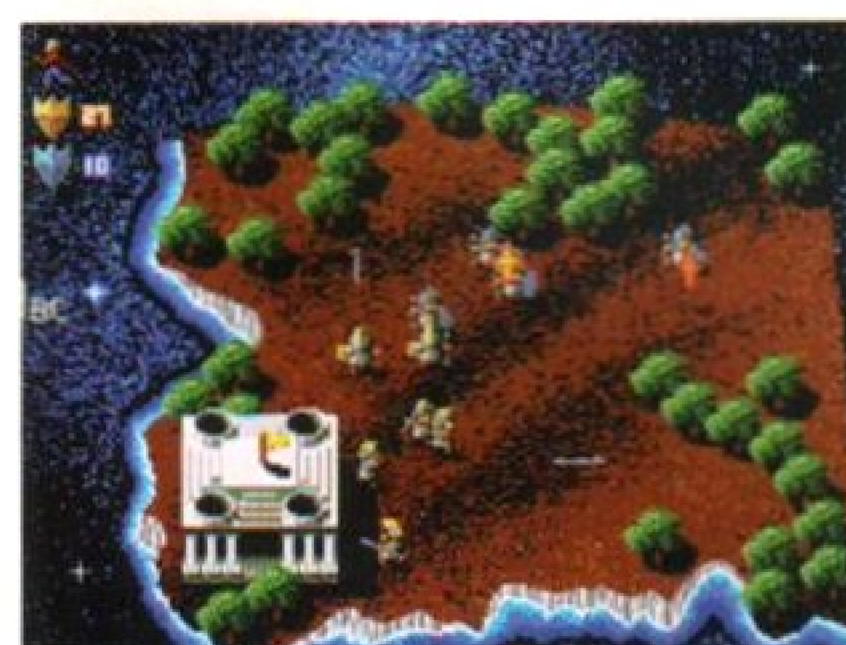
Looking at the state of the whole island is worrying. Yellow is well ahead of the game with two towers (squares) and one wandering army (dots). Green is on the hoof too, and they are coming this way! Is it time to go to war or perhaps it's better to just sit and hide?



A quick inventing session has yielded a spear for Blue, an offensive weapon at last! The sword icon leads you here. Click on the number below the weapon to start an army. Eleven high-tech weapons (spears) are better than loads of rock throwers, so lets fight.



Once an army has been built the hand changes to a sword, click in any adjacent sector to advance them there. The army is on the march and is looking for an army to fight. Time has been advanced (the man is running) to speed up events click on him to slow it down.



Into the Yellow sector! They were waiting with an equally-armed force of greater numbers. Run away! The numbers by the shields tell the sorry story. This battle is already lost but there will be another day, another battle, another go at Mega-lo-Mania!

Graphically striking, *Mega-lo-Mania* paints quite a misleading picture: it looks like a sprite game!. The weapons, aircraft and little people animate humourously on the full-screen (PAL) display. Yet, although they dominate two thirds of the screen, they only serve as a visual shorthand to relate important information graphically. The game is won or lost with the icons, the miniature map and your fellow megalomaniac's faces.

"Icons systems have to be designed with the player in mind if they are to work well. Mega-lo-Mania's control system is clear, intuitive and witty."

Icon systems have to be designed with the player in mind if they are to work well. *Mega-lo-Mania's* control system is clear, intuitive and witty, each icon leading logically to a more detailed breakdown of what's happening in the area it commands. These controls are also reassuringly constant with the right button increasing manpower commitment to an icon, the left decreasing it. Which is just as well as the clicking soon becomes frantic.

Mega-lo-Mania literally speaks for itself in the sound department. Anyone who played *AF*25's Coverdisk will already be familiar with "Zee dezine is feenished," and similar phrases. The full game runs with the speech and either music or sound effects simultaneously, all at no cost to speed. The code loads from disk one, and all the noise is packed onto disk two, which lives in the drive during play – avoiding the need to swap disks. There's masses of sampled speech, all professionally recorded by radio actors who bring real personality and comical speech defects into play. And every time something important happens, the game tells you, personally.

Nowhere to hide

It's not the effects though that make *Mega-lo-Mania*, it's the gameplay. Each island, tech level and Epoch has its own tricks. As the Epochs start to fall and the tech levels advance, more has to be done, but faster. Furious bouts of clicking, waiting and battling are necessary as the islands begin to get tougher to capture. The computer enemies get more devious, weapons take longer to build and the islands themselves get bigger, offering more places to run and control for all parties. But the gameplay changes as *Mega-lo-Mania* progresses and new tech levels are reached.

Aircraft are the first quantum leap, because with an airforce you are freed from simply advancing and attacking enemies in adjacent sectors. Now you can fly planes to attack anywhere in the island world. Some islands aren't even joined by land and must be attacked this way. On these islands there's a period of relative safety, when defences can be built and alliances made to ensure your survival. The initially slow pace is then suddenly drowned in a frenzied series of air attacks.

When the tech levels reach the nuclear stage, the gameplay once again undergoes a metamorphosis. If you don't develop and use nuclear weapons first then you're radioactive ash. It's a straight first past the post race and after these bouts of brinksmanship, missile defence networks cut in and the game takes on a far more serious hold. It's a stern test of pure power.

Lear we go!

Mega-lo-Mania is contagious. A finely balanced test of logic and logistics, it grows in complexity without you noticing. The graphics give this tough tactical test a humorous edge, which is further honed by the speech samples. They don't try to disguise the game's true nature – strategy, not god game – but add real personality to what normally is a dull genre.

Mega-lo-Mania pulls you in. Its neat segmented nature means that islands can be played quickly and repeatedly, upping the



The gods fight for control of this new sector of the universe. This is the setting for Mega-lo-Mania, as the winner will become the ever-lasting deity of the people. Theology can wait though, first you have to win all the islands and the mother of all battles!

pace and the enjoyment. This is *Mega-lo-Mania's* true strength: the 'one more go' factor. When this is combined with a never-ending trail of technological carrots, jet fighters, nuclear weapons, spaceships and toys that tempt you into yet more hours of play, then *Mega-lo-Mania* becomes a ferocious strategy challenge but contains an addictive arcade appeal.

Trenton Webb

Mega-lo-mania
Image Works ■ £29.99

- Brilliant use of speech helps create a real personality.
- The gameplay changes in tempo and style continually, presenting new challenges.
- Has that "just one more go" edge.
- Fast-paced strategy that has an arcade atmosphere.

AMIGA FORMAT Verdict **91%**

BEAST BUSTERS

You'll go wild!

Available in August on ST & Amiga formats.

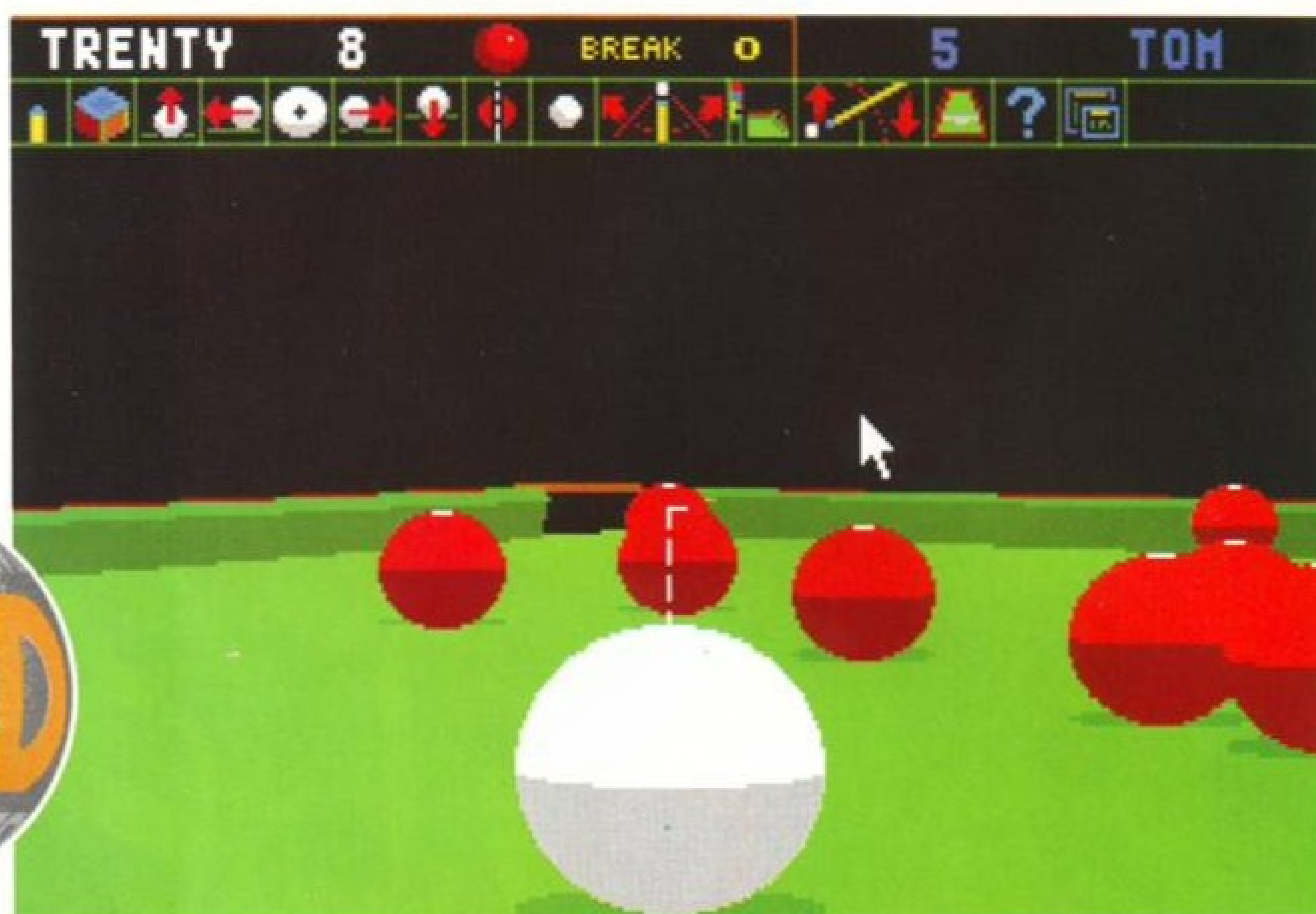
ACTIVISION

Many celebrities have lent both their names and credibility to crass games and must die of embarrassment each time they pass a computer. Jimmy White, though, can hold his head high, because the game entitled *Archer Maclean's 147 3D Snooker* has now become *Jimmy White's Snooker*. The result is a rare mix of a big name, with a big game to back it up.

This latest arrival into the sports arena is a 3D green-baize spectacular. Essentially it's a polygon representation of everything that makes snooker a test of nerve, skill and imagination. It provides an environment where you can check angles, line-up and play perfectly accurate shots. It's not a snooker game, but a true snooker simulator.

Jimmy White himself and three decreasingly skilful pros wait to test your snookering skills in the one-player mode. There's also a trick-shot editor and of course a two-player feature, so you can try your cue against a friend. The score-board even tells you if you need to play a certain colour, and if so which one, so an encyclopaedic knowledge of the sport isn't necessary before you start potting. The structure of the game isn't what makes the game great though, it's the playing.

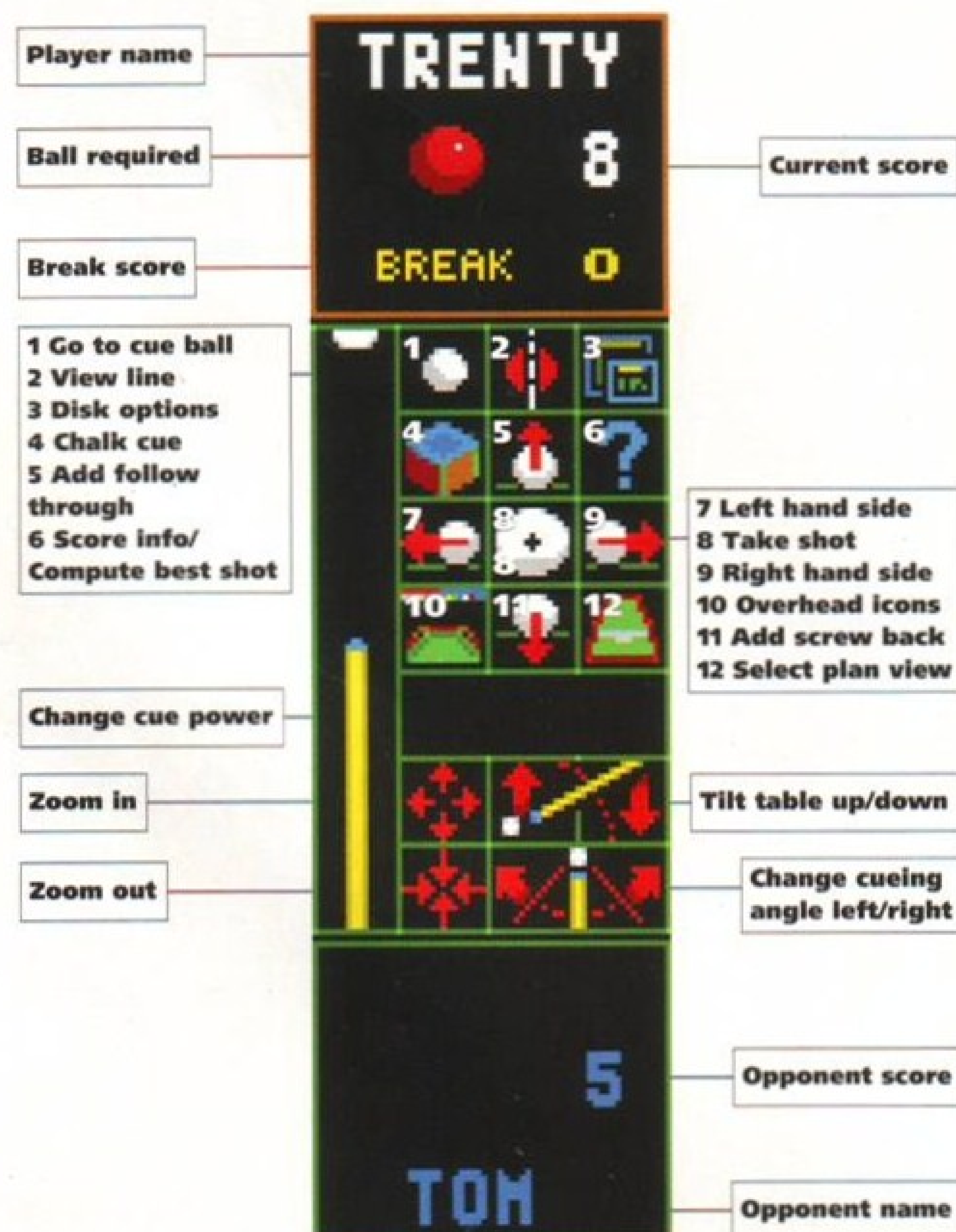




When lining up a shot, it's best to use the viewline feature. This projects a line ahead of the cue ball to show which direction it will take if it's hit squarely. If you ask it nicely the Amiga will even show the angle of deflection from the first cushion.

Jimmy White's Snooker

Welcome to a packed auditorium, where ex-champion Typhoon Trent takes on newcomer Whirlwind White.

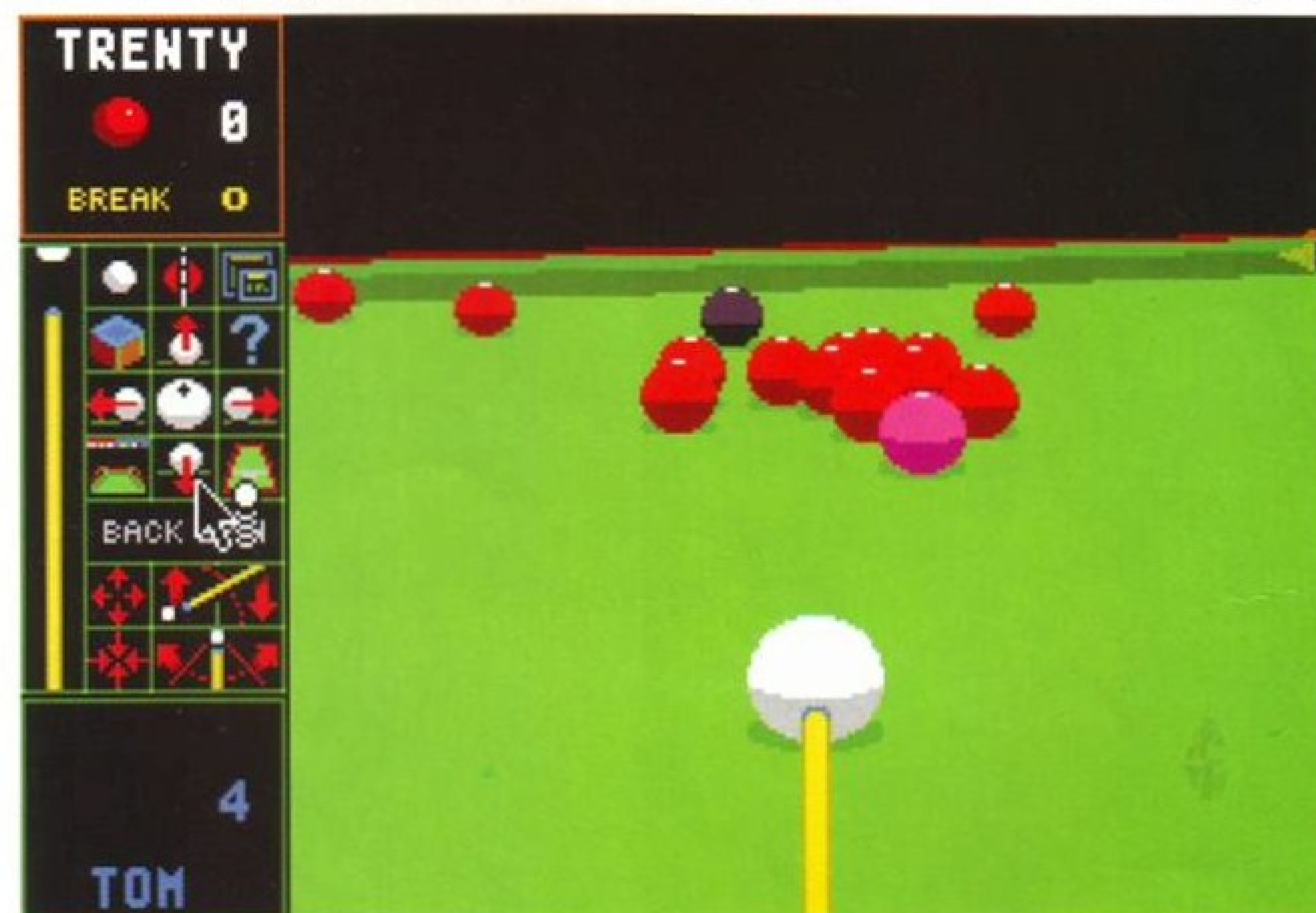


A shot in the dark?

Snooker has a crisp feel to it. The table rolls swiftly in unison with the mouse, so any area or ball can be fully checked out before a shot is taken. A zoom function is only an icon or click away, for a close-up examination or a long-distance look. The table can even be tipped for over-the-top views or an edge-of-the-cushion perspective.

Playing a shot is icon intuitive. Click on the cue ball (or any other ball for that matter) and you're whisked to bridging distance behind it. Using icons or the mouse, you can roll the table left and right, or up and down to check the angle. Any doubts about the cue ball's line of travel, or how it will bounce off a cushion can be answered by simply selecting the projected line from the menu.

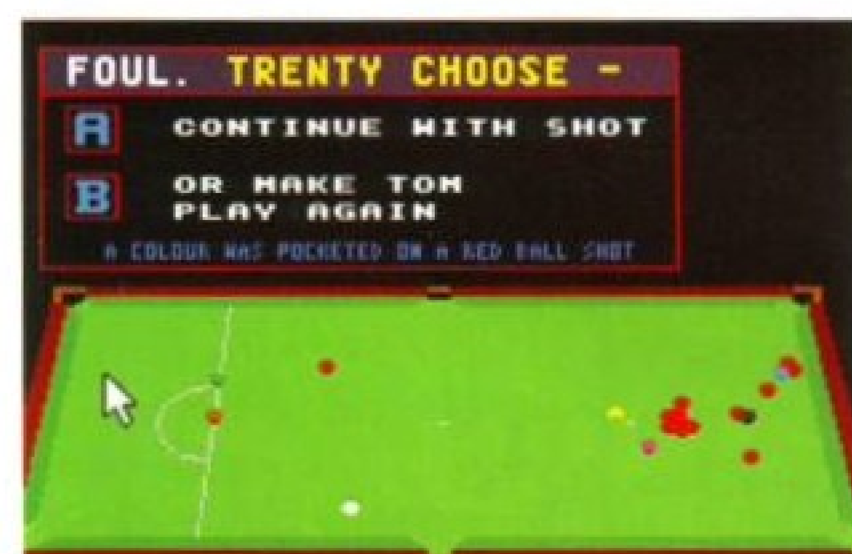
Snooker's about more than cueing in straight lines, though, and the best players will use side or top spin to control the impact and final position of the cue ball. After a squeaky chalk session, you're ready to manipulate the way the cue ball's addressed. Again it's the simple and flexible icons option which adds playability and realism without hampering



Trenty lines up another stunning shot, this time using backspin. Well it's a safety shot that will hopefully nestle the cue ball in the pack of reds. Not exactly aggressive but effective.



With the cue ball on the baulk cushion, you're in trouble. This is where the mouse driven flexibility of JW's Snooker comes in to its own. Rolling around the table you can check the shot from any conceivable angle. If you're in a real tight spot though, it won't make the shot easier to play. You'll just know exactly why you missed!



Even the computer fouls up. The fool potted a colour instead of a red. At last some points on the board, even if you didn't score them.



Using the view-line feature helps you to work out doubles. Kind of makes you wish you hadn't potted the red, doesn't it?

speed. After that all you have to do is pick how much power you want to wind into the shot. Then it's time to find out if all the planning was worth the effort.

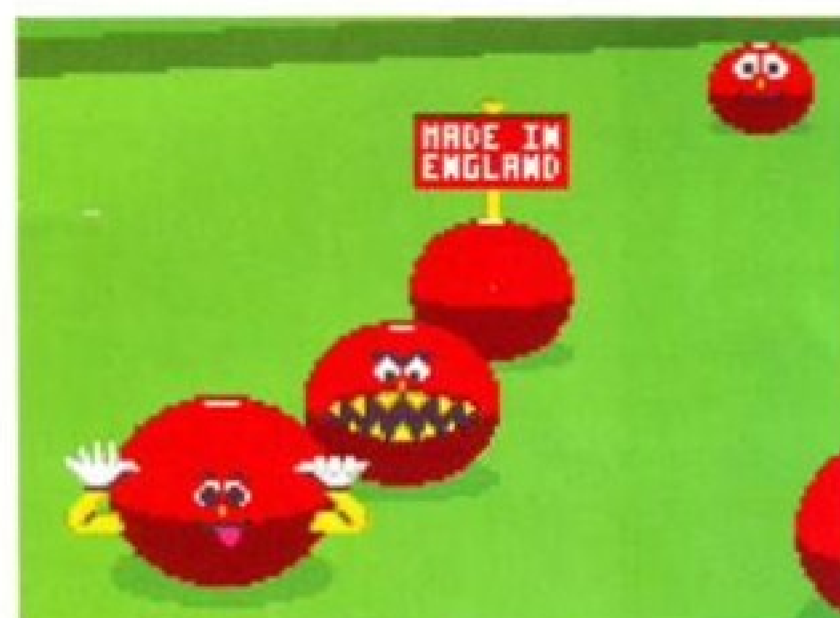
Pot luck

Setting up a shot quickly becomes second nature, as does reading the perspective for longer-range efforts. And it's here that *Jimmy White's Snooker* pulls clear of the impressive effects and becomes a game. This is not just a pot and hope job, you have to plan if you want to win. Shots have to be evaluated, assessing to the risk of missing, the safety options and what your next ball will be. These factors have to be taken into consideration, because they are always at the forefront of the computer opponent's simulated mind!

The computer opponents – Tom, Dick, Harry and Jimmy – provide a flexible response to your growing snooker skill. Tom is reasonably useless, only being able to string a small break together and he miscues with regularity. Dick and Harry are pretty sharp, but neither of them will make the cut as hustlers. Jimmy, on the other hand, is unbeatable. He's as good on disk as he is in real life (if not better) and 100 breaks are everyday occurrences.

The computer plays a devious game, calculating every move visibly. This adds character to the opponents and can be used as a source of amusement in its own right. In practise mode the computer can be asked to calculate the best way to pot a ball. If deliberate obstacles are put in its path, you can force the most infeasible shots out of the machine. It's impressive but terrifying, because the same logic is used by Jimmy when he plays you! No snooker can ever be considered safe!

Snooker is a game of touch and judgement. One pixel can make all the difference between a huge break and a shameful defeat. This makes it ideal to play against friends, because both players agonise about a shot's potential success and laugh at its failure.



The balls tire quickly of slow players. Inactivity causes some strange behaviour. This is a composite shot of a few of the antics of the snooker spheres. Silly but endearing it underlines the character of the game well.



A trick-shot editor, where you can arrange the balls in any order on the table is also on offer. First this serves as a useful trainer, where you can chase a red ball around the table until you've mastered the finer points of potting. Later you can build and save outrageous moves, testing the physics of both the game and the coding to the full. In both this and the practise mode the computer can even be asked to calculate the best shot for you! Unfortunately both this and the Undo feature can't be used when you play for real.

Win, win, win!

Even as a single-player game, though, it has a strange and powerful hook. The only thing pulling you into the game is the desire to master the system and win – be it either a computer or a human foe. You want to get better, you want to make bigger breaks, you want to be able – one day – to beat Mr White. Hours and entire evenings melt away unnoticed, though, as you play and play again, gaining an ever better understanding of this snooker system and its particular rules.

Jimmy White's Snooker is not without its foibles. The only downer is the slightly unsound potting effect. It doesn't quite capture the sound of a ball falling into a pocket, but you're so relieved it's happened you don't really notice. The lighter side of Mr White's game is odd, but reassuring. If you leave the table unattended then you'll find software flies across the screen. Balls too don't like being left alone for too long as they begin to poke fun of inactive players who are taking to long over a shot. They bring a levity to a serious sim and while they seem somewhat out of place they are endearing.

The strong 3D effects make it all possible and the crafty coding brings it alive. It looks and feels like the real thing. Don't expect to swan straight in and score a 147, it won't happen! Do expect to spend many hours unconsciously creeping closer towards the monitor, muttering about side, screwing back and kissing balls to yourself. *Jimmy White's Snooker* is an absorbing real snooker environment brought onto the Amiga. The sport even seems to benefit from the treatment, as more outrageous viewing angles are offered than the TV could ever dream of. It's the next best thing to dragging a 12 x 6 table into your computer room and doing it for real.

> "Expect to spend countless hours unconsciously creeping closer to the monitor, muttering to yourself about top, side, screwing back and kissing balls."

Trenton Webb

Jimmy White's Snooker
Virgin ■ £29.99

- Plays, feels and looks just like the real thing.
- A big name with a real game to back it up.
- Serious code with underlying wit.
- Competition, two player and a trick shot editor.
- Incredibly smooth 3D makes for an ultra-playable snooker simulator.

AMIGA FORMAT Verdict 91%

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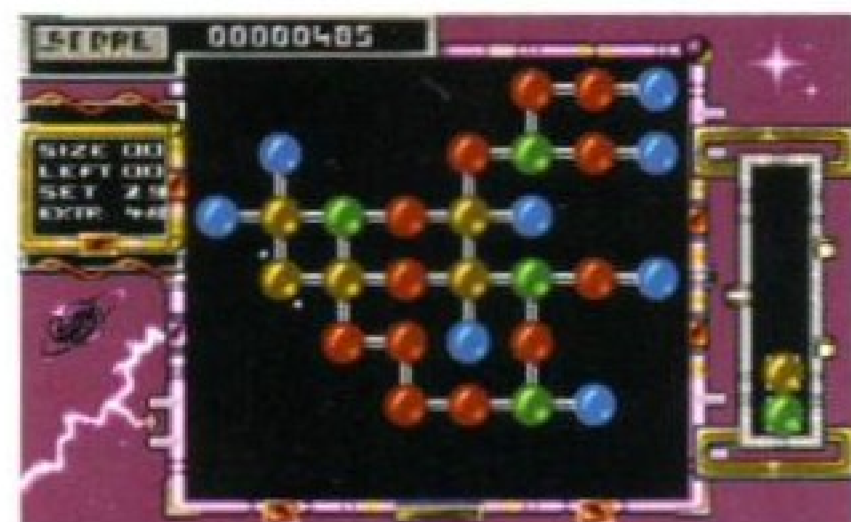
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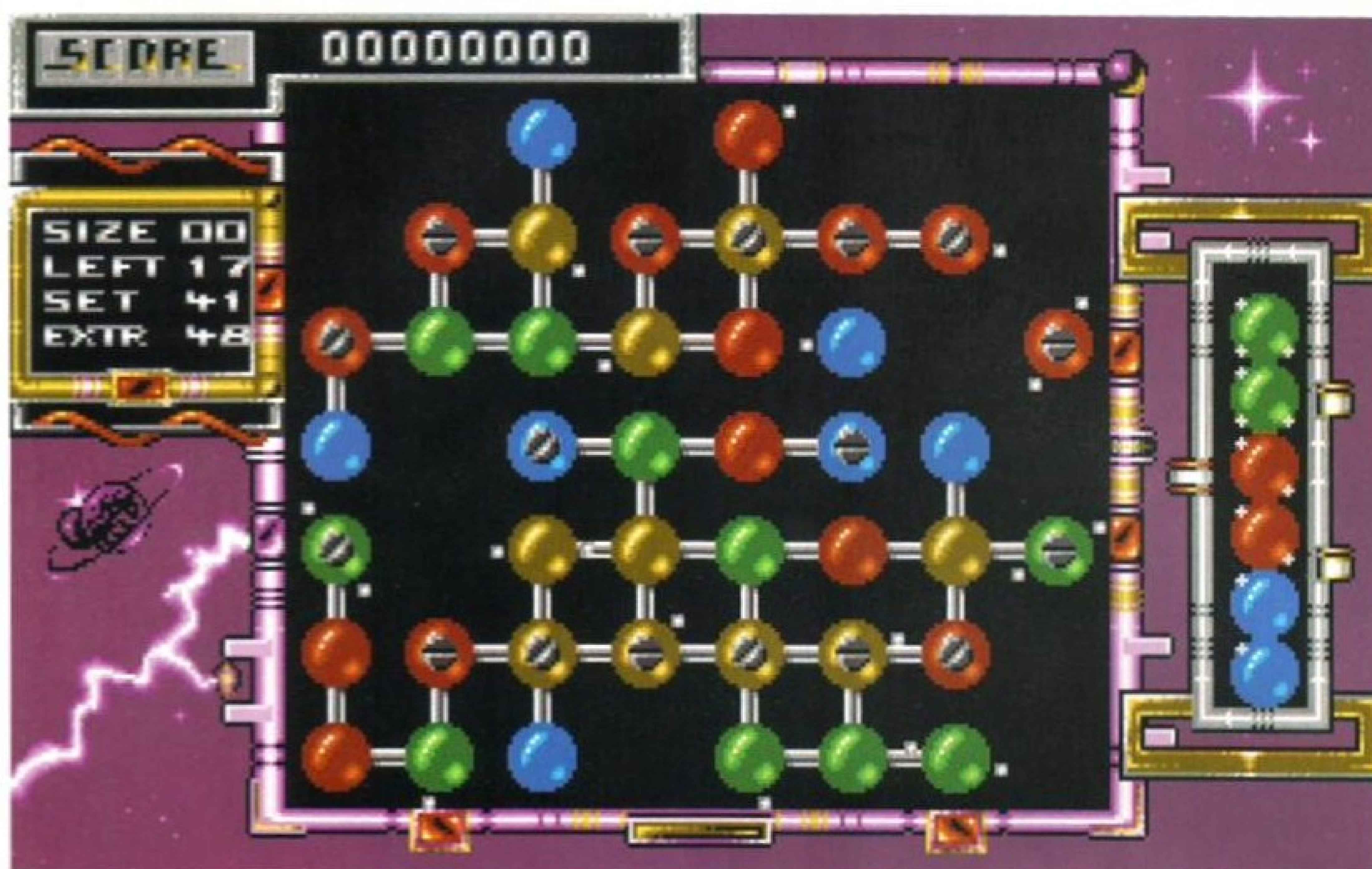
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Atomino

Do you remember school chemistry lessons? All that talk of atoms, molecules and valences when all you wanted to do is mix things together and see what happens (preferably from a safe distance). Well with the first puzzle game from Psygnosis since *Lemmings* you are given the power to mix your own molecules, without all that tedious attention to real chemistry and its unpredictable consequences.



The first few levels are ideal for practising your nuclear construction technique. This large molecule needs two more atoms on the left to end the level for a serious bonus.



Eek! What's going on? Level 50 looks complex but don't worry, when you get here you'll be a seasoned player. All you have to do is make connections between all of the atoms. Unfortunately you're not doing too well...

Your task is to combine atoms to form molecules and there are four kinds of molecule, each with a different number of connectors (or valence number). To create a molecule all you have to do is connect two or more atoms together so that all the connections are made and it's as simple as that. Well actually it's not quite that simple at all. To add a bit of life to the game you have to add the atoms to the playing area in the order that they appear in the supply chute.

Molecular madness

There are two modes of play: in one you simply have to create as many molecules as possible, competing only against the steadily-increasing flow of atoms. In the other mode,



Welcome to level 50 – now things start to get really tough. Your task is to remove all the screwed-down atoms by linking them into molecules. The problem is that new atoms are appearing in the delivery chute almost as fast as you can place them.

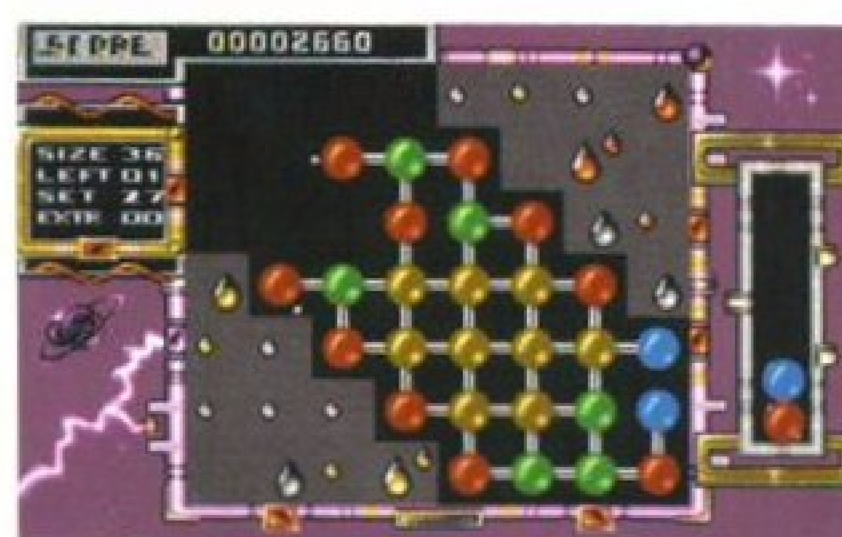
each level has a specific task that has to be completed before you can advance on to the next level. 'Create X molecules with at least Y atoms' is self-explanatory. The 'Remove the given atoms' challenge involves creating molecules around already present atoms, often screwed to the board preventing their movement. The most fiendish task is 'Complete the given pattern' one, where you have to create a single molecule that fills the whole of the playing area.

As the game progresses through the levels, the playing area gets smaller and changes shape so the atoms have to be placed faster and faster – if the seventh ball falls into the supply chute, then the game is over. It may all sound terribly complicated, but after a couple of levels everything becomes clear – if no less frustrating.

On the down side it lacks the attention to detail that is usually attached to Psygnosis' releases. The difficulty factor of the levels is pretty uneven and the fact that passwords are only given every 10 levels makes advancing from levels 50-80ish a needlessly frustrating task. The soundtrack and background could have benefited from the occasional change á la *Tetris*. Most annoyingly, there is no facility for mouse control, an option that would increase the playability no end.

Atomic atrophy

In the long term, like many puzzle games, *Atomino's* lastability suffers because of the game's repetitiveness. Although coming back to the game is an enjoyable experience, it lacks the ability to make you want to pick it up again. On the whole, though, it is a fast-paced and deeply absorbing game.



The trickiest levels are those where you have to make a single molecule fill the entire playing area. Think very carefully before acting: if you fill the area too fast, without making all the links, it'll be 'Game Over', man.

If you're a serious puzzle fan, or if you're looking to add a good-quality puzzle game to your collection, then *Atomino* has much to recommend it. Unfortunately it doesn't quite have the hook that makes a good game into an essential buy.

Paul Lyons

Meet the molecules.

1. The single valence atom, useful for capping the ends of chain molecules. Among the most reactive of elements, single valence atoms include hydrogen and sodium.
2. The red two-valence atom is particularly useful in forming corners on a molecule. Magnesium is a two-valence atom – pretty reactive under the right conditions.
3. The green three-valence atom is very good against the side-walls, but they should be kept out of the corners. They are dull but useful, three-valence atoms include boron and aluminium.
4. For that truly porky molecule, lots of four valence atoms are very handy. In real life these are represented by silicon and carbon, two of the most plentiful elements in the world.

Atomino
Psygnosis ■ £25.99

- A fast-paced puzzle game requiring good forward planning.
- Pleasantly functional graphics and spot effects.
- Sadly there is only one tune throughout the game.
- There is not an option for mouse control, which would of helped.
- It all becomes somewhat repetitive after a while.

Verdict 72%

Navy Seals



It's basically a platform shoot-em-up, but the second level is a lot more maze-like than the first and it may be wise to make a map. Here a massive explosion ensues as you shoot an unfortunate Arab geezer with an unfeasibly dangerous bazooka.

Ocean's latest is based on the God-awful movie of the same name. The movie tells the tale of a group of top-secret super agents, much in the same mould as Britain's SAS. The game follows the plot of the movie fairly loosely and sees you controlling a group of five American soldiers. There are two main objectives: to rescue the occupants of a recently shot down helicopter and then destroy a stockpile of missiles.

The game is set in the Gulf region, possibly bad timing in light of recent events there. Basically, it involves a lot of platform action, interspersed with some noisy shoot-em-up bits. The screen scrolls in four directions and most levels are fairly complex.

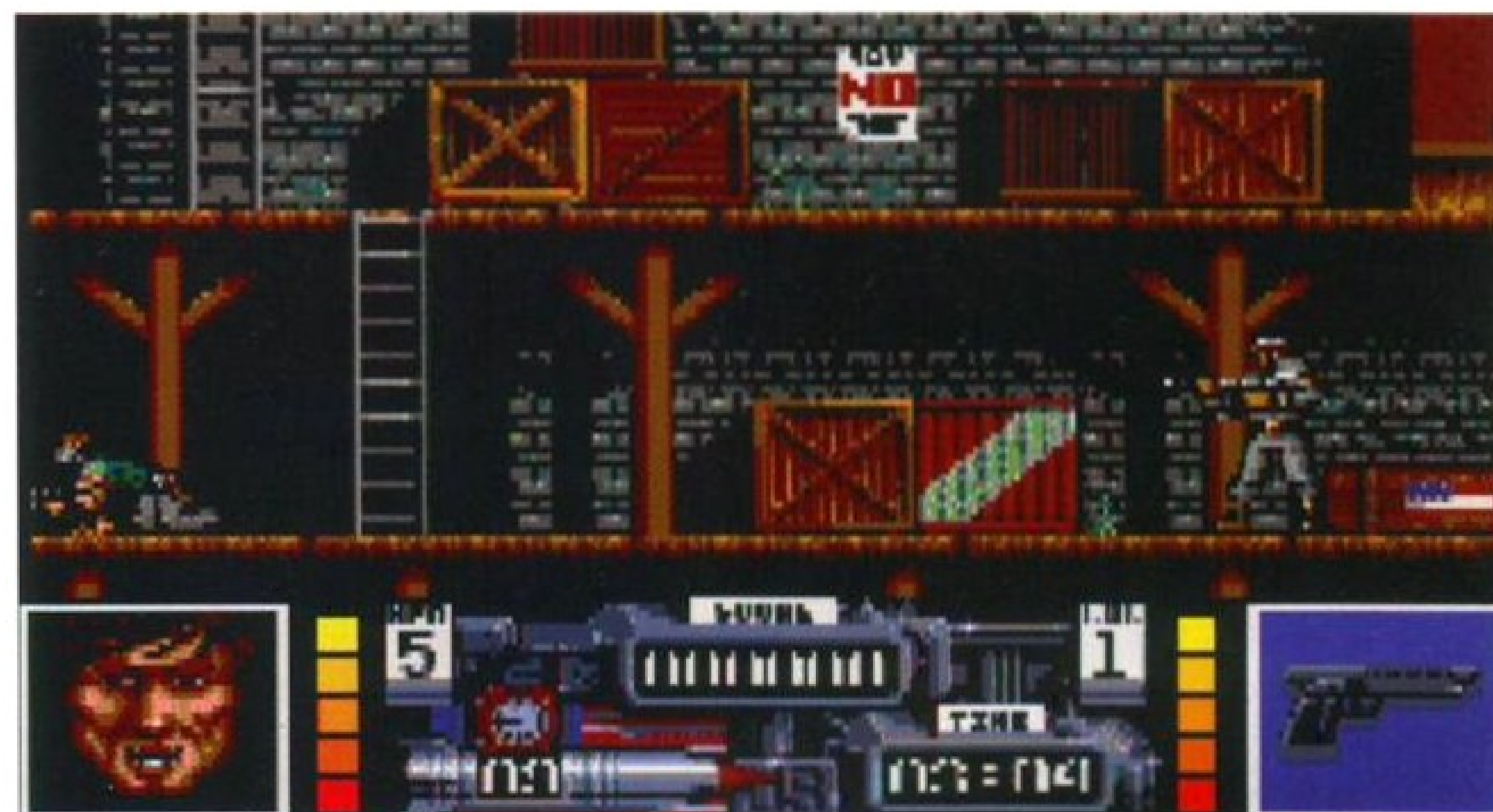


Swinging precariously along a balcony, you have to deal with the machine-gun wielding goon above you.

The American Dream

As you wander around the screen, you will come across crates that are stamped with an American flag. These contain missiles. Walking over these crates activates a timed explosive device. To complete a level, you must find all of the missiles and plant the explosives on them.

Hampering your progress in this matter, are lots of Arabian soldiers. These guys will shoot you on sight, but only if you are directly in their line of vision. Your Navy Seal dude can perform some fairly athletic manoeuvres on the obstacles and platforms. It's quite easy to knock out one of the enemy by jumping on him or swinging down right onto his bonce from a platform.



Crawling away from the bad guys, like the damned coward you are. You should kill that bloke and get hold of the juicy weapon hidden inside the crate. Weapons range from crap sub-machine-guns, to an impressive flame-thrower. Babes flip for flame-throwers.

The main problem with the game is the difficulty level. If an Arab dude spots you and opens fire, it's almost impossible to avoid the bullet, mainly because your sprite is so slow to respond. The instructions on controlling your hero are a little misleading, but once you figure it out it gets to be quite enjoyable.

Sights and sounds

The graphics are pretty, but they lack variety and the urge to see what lurks on the next level. The sound is fine, neat spot effects and decent samples. It think it could have benefited with some in-game music though.

Navy Seals isn't a bad game at all, but there are so many niggling problems, it seems a shame more time wasn't spent on it. With some thought and good design, this could have been a brilliant platform game. As it is, *Navy Seals* is average.

Frank O'Connor



That fellow in flames has just been torched by your lovely flame-thrower. Don't worry too much about morals here.

NAVY SEALS vs SAS

Everyone knows how hard the SAS are. They are often to be found scaling walls, fighting Russian kung-fu masters and biting the heads off Doberman pinschers. SAS troops tend to live life to the full, seeking danger and excitement wherever they may be.

In light of this, we thought it might be a nice idea to run a comparison between the SAS and the Navy Seals.

Having no idea what the Navy Seals actually did, we contacted their top-secret HQ in North Carolina and spoke to agent Dave "Spanky" Scheinfeld. We told him about the SAS and asked him how he thought the two sides compared.

"Frankly," he said, "We really enjoy sitting in and watching a bit of Oprah Winfrey. All that danger stuff is a bit stressful for us,". Pausing for a moment, he added, "The action in the movie isn't like us at all, we much prefer a bit of male bonding. We're also very keen on personal hygiene".

So there you have it. The authoritative guide to the world's most dangerous secret agents.



In the elevator, and it looks like you're lost. Jump off to reach the next missile.

Navy Seals
Ocean ■ £25.99

- Tricky platforms and irritatingly frequent death causes some unnecessary frustration.
- Variation between levels is almost non-existent.
- Graphics are decent, marred by some odd animation.
- A reasonable licence, making use of a tired old formula, but not the worst of its kind.

AMIGA FORMAT Verdict 65%

VIRTUAL WORLDS™

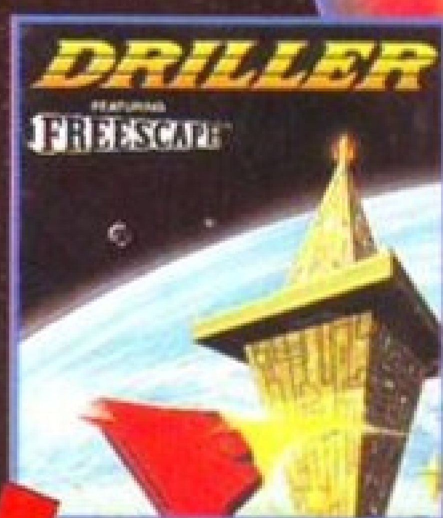
THE 3D GAME COLLECTION







In just five years Incentive Software have built a reputation for producing the very finest in 3D exploration games. Their development systems Freescape and Freescape 2 have become synonymous with quality, depth and playability. These four games represent the pinnacle of their success. We hope you enjoy them.



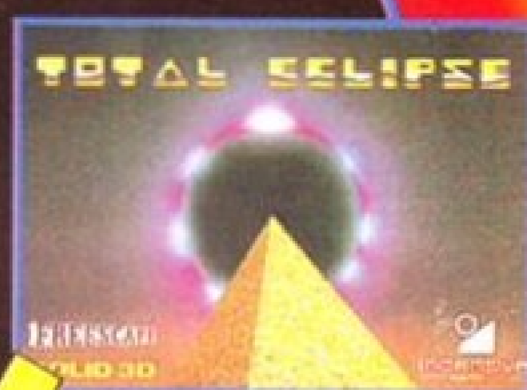
What the press have said:

DRILLER

One of the best ever – 90%
– ZZAP! 64

Dazzlingly original – 963 – ACE

Generation 4 (France) – 98%

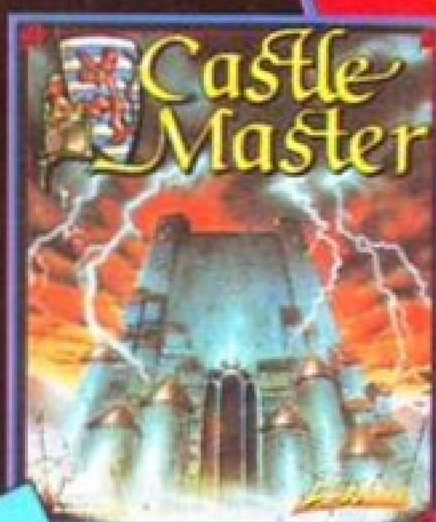


TOTAL ECLIPSE

All the addiction and challenge you can handle – 907 – ACE

Incentive have done it again – 93%
– CRASH

Micro Hobby (Spain) – 90%



CASTLE MASTER

The best Freescape game yet – 90%
– C&VG

Easily the best – 90% – THE ONE

Joystick (France) – 96%

THE CRYPT

The Crypt has never before been released. An immaculate follow-on from Castle Master, Incentive at their very best.

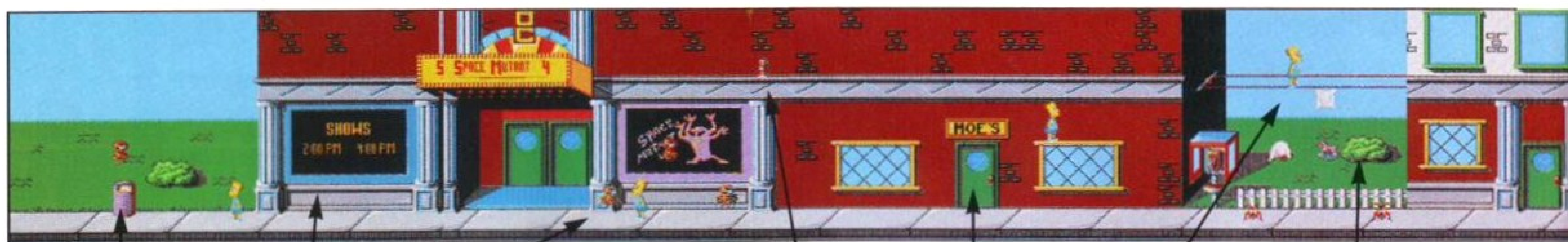
AVAILABLE ON: IBM PC 5.25" & 3.5", Amiga, Atari ST, CBM 64 cass. & disc., Spectrum cass. Amstrad cass. & disc.

Screenshots taken from Amiga version.

The Crypt
CASTLE MASTER II

DOMARK





Try jumping Bart on the bin for a spring surprise, but watch out for that horrible orange nasty

Shows at 2pm and 4pm? Well 'Bartlock' because it sounds like a big clue to me.

Three nasties and a purple sign. The three have to be avoided and the sign needs spraying.

Ah! A can of spray paint but how do you reach it without leaping back into the aliens?

A locked door, well intriguing or what! Maybe there's a key somewhere later on. Or maybe not!

Its SpiderBart! Just by leaping on a local phone booth he can reach safety and those towels.

Hint number two – there's an extra life in them there bushes. It's getting it and staying alive.

The Simpsons

Big name hunting can be a perilous task these days. Has *Bart Simpson vs the Space Mutants* survived?

Living on Sky TV has hardly earned Bart Simpson mass exposure, but the yellow peril is still popular. The Simpsons, it seems, can sell everything, from T-shirts to satellite dishes, a fact which led the more cynical members of the press (Damien included!) to voice doubts about the potential quality of the game. Bart himself may be an "underachiever and proud of it", but the game most certainly isn't!

Radical man

The Simpsons comes in console flavour, packed with *Super Mario*-style platform leaping, timing traps and hidden bonuses. Few console games have made the transition to computers with grace, losing their playability somewhere between cartridge and disk, but Bart retains his charm.

Bart, resplendent in garishly bright cartoon colours, has a simple mission – to save the Earth! Having watched aliens invade his back yard he sets out to become the saviour of Springfield. The aliens have 'bodysnatched' a whole bunch of people not only this but they have planted a number of baby monsters who bounce around on guard. The final part of the attack is far more subtle, the Space Mutants are building a super weapon! For this they need purple stuff and all manner of curious kit. Don't ask daft questions like why? This is the Simpsons and the logic is natural, even if it's not exactly sensible.

Bart, while leaping and running along a horizontally-scrolling town, has to spot the bodysnatchers in a *They Live* parody. Whenever he pulls on his X-ray specs he can see the tentacles looming out of what looks, in regular vision, to be a normal human head. Jumping on the head in question kills the 'proof' and wins him a gem. (Obviously

This is a real cruel little timer to get right. The mutant scurries left and right either side of the drinking fountain. Bart has to sneak in and get spraying. He's not as fast as the mutant, though, so go real, real careful or you'll find out where cartoon kids go when they die! Probably to the BBC!









This is what Bart sees with his X-ray bans on. Pull down on the joystick to call it up. To the right, Bartie is discovering his specs.

The mutants are always changing speed so look before you leap.

Bart needs that extra can, so dodge the alien and walk along the window.

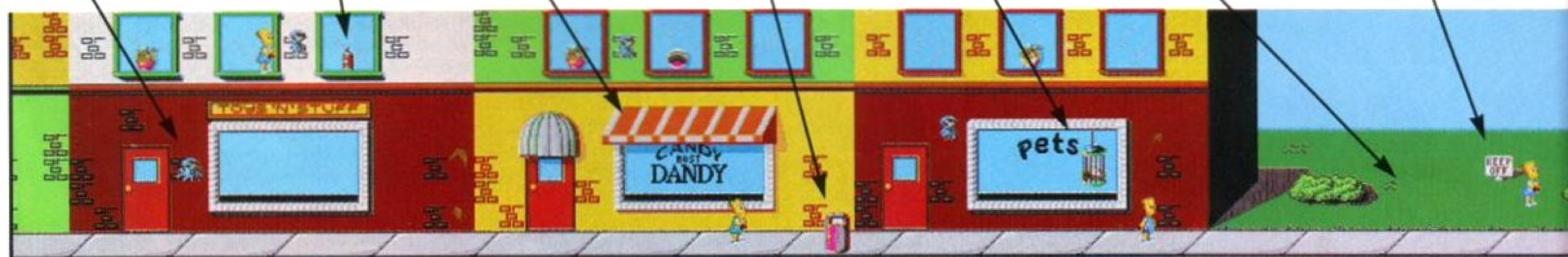
Candy may be dandy, but all the canopy needs is painting!

Once again a bin really comes to your aid, bounce again Dick Whittington.

There's a purple parrot in that window, a real teaser to get hold of!

Walk on the grass by jumping. This gets the purple policeman on.

Dodging the Policeman, though, is hard. Leap back on the grass, quick!





A hive of bees lives in this bush. Leaping up for a bonus will cost you a life, so take care.

Check out the bush by jumping up before you leap over the nasties, there's cash to be had.

Scope that guy out and Bart will find that he's an alien 'proof'. Jump on his head to get a gem.

Pushing up in front of some shop doors lets Bart in, some items are vital so buy carefully.

Spraying that plant is tricky. Stand to the left of the window ledge and paint as you spray.

This plant is even harder to reach, try jumping on the door but watch out for the mutant.

The clown token is an extra life and is well worth getting even for a cartoon character.



Level Two and Bart's at the Mall. Here he has to catch hats that fall from the ceiling. It's tough, but try not to jump on the head of any humans or you'll lose another life.



Ahh it's the purple policeman! Leap down to spray the man and then get out of his way. It's a tough job being an underage superstar.



A gratuitous piccy of Bart, looking bored. He's been confined to his room (again) and it's here he sees the alien invaders.

jumping on the skull of a normal human is frowned upon and so costs Bart half a life.) If enough gems can be grabbed then the other Simpsons can drop in one by one to lend a hand at the end of the level: and in force on Level Five.

Don't have a cow!

Bart's platform leaping is a test of joystick dexterity and timing. And it's here that Bart really scores. The puzzles are simple but feature fiendish variations around a common theme. Well judged in distance and tempo, these push Bart's leaping and running abilities to the limit. They also ensure that even when a level has been explored inside and out, you'll still be leaning in your chair to encourage the sprite to safety.

Painting things 'unpurple' provides *The Simpsons* with its puzzle platform. Bart can grab spray cans and then use it to change a dangerous item's hue. Life, especially for Bartman, is never that easy because every item is guarded by a space mutie.

Certain items it seems are unreachable, even with the bravest leap. These have to be manipulated by remote means, forcing Bart to visit shops and buy and use tools to change their hue. All the active objects on a level have to be rendered safe if Bart is to proceed, again adding an extra tweak to the gaming process.

The Mutants are after purple kit on Level One. Later they hunt hats, balloons, exit signs and other weird items as Bart systematically stops them building a super weapon. Each requires different skills to keep and collect if the aliens are to be robbed of their ingredients.

That little birdy will tell you a tale if you can encourage it off the statue.

Skate city and a change of pace follows but watch out for the surf dude!





Wow, Man!



Don't have a tree!



Spooky Aliens!



World saving time!

Aye carumba!

Bart isn't perfect. The sprites are small, the colours retina-damagingly bright and a rendition of the Simpson's TV tune echoes throughout the entire game. These are niggles don't hinder the playing of the game, which is where Bart's strong points lay.

Above all else *The Simpsons* is highly

> "*The Simpsons* isn't a brilliant game: it is a good game which uses its licence well."

playable. Its pretty front-end graphics demand you watch, then the well balanced gameplay cuts in. First, the puzzles intrigue while the timing tests add tension, then as expertise grows and the level's brushed aside, exploration and experimentation become possible.

The hidden bonuses and disguised traps are worth hunting for, as are the warp screens. There's even a safety net system, which allows observant players to recover from earlier mistakes. These features don't make *Bart vs the Space Mutants* stunningly original, just solid, with enough varied elements to ensure that attention is paid to each new screen.

The Simpsons isn't a brilliant game, but it is a good game which uses its licence well. It draws on the resources introducing 'real' Simpsons incidents. On top of this it has an addictive edge, even to folks who have never seen a living Bart in their life.

The Simpsons
Ocean ■ £25.99

- Looks and feels like a console game: a good console game.
- Intro captures the flavour of the Simpsons well.
- Small sprites and garish colours are a tad hard on the eyes.
- Infuriatingly good timing and platform puzzles.
- A highly playable game that uses its licence well.

Verdict 82%

Llamatron 2112

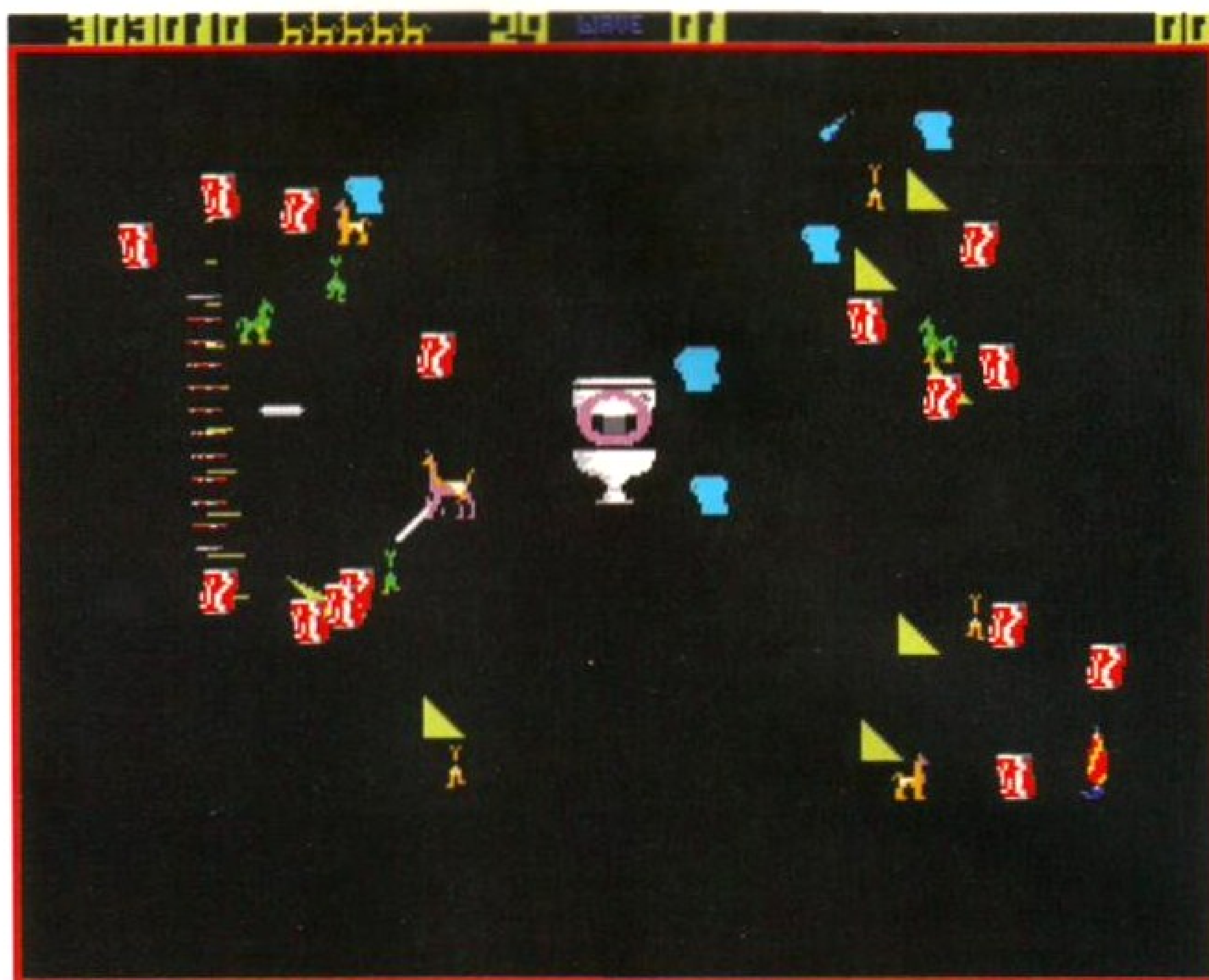
When was the last time you can remember playing a totally mad-thrash shoot-em-up? These days game companies tend to concentrate on graphics presentation, whereas in the 'old days' video games consisted of simple, brightly-coloured sprites and overpowering sound but with gameplay that left you breathless.

Jeff Minter has long-professed his admiration of early 80s coin-ops, particularly Williams games such as *Defender* and *Robotron 2084*, and was the man responsible for the Amiga version of *Defender II*. Minter thought that it was a crime that there wasn't a version of *Robotron* available on home computers so he put his talents to the task of producing his own interpretation.

Furry monsters and laser creeps

You take control of a laser-spitting llama (yes, a llama) who travels through a series of 100 zones attempting to rescue innocent stranded creatures from alien mutants. In order to rescue the camels, goats, llamas and sheep the heroic animal must walk around the screen picking up the creatures while fending off attacks from the aliens.

To help you kill the enemies, is a directable laser-weapon, which can be locked in one direction by holding down fire. This allows you to attack in one direction.



Sorry! There's no time for a toilet break, you've still got a whole hoard of Zyaxxian mutant invaders to blow away and a herd of friendly beasties to rescue before the level's over. Don't be tempted by those cool, refreshing cola drinks either. They're really deadly alien invaders trying to infiltrate our 20th century lifestyle, so I wouldn't trust them if I were you.



As if the marauding aliens weren't enough, they've started sticking lasers into the affray. Hardly fair! Still that's furry interstellar war!



Oh no! Heavy! Hang around too long under that 16 ton weight and your llama will soon be nursing a rather severe headache.

Once you've managed to clear all the mutants from a screen, you can usually progress to the next and if you collect all of the lovely creatures before you finish, you get a bonus score! However, some waves are classed as 'Herd Waves', which require you to collect all the friendly creatures before you can finish the level.

Free for all

Not since *PGA Tour Golf* has a game managed to grab the attention of the entire *Amiga Format* staff, with much joystick-wrenching and swearing to be witnessed. Even though the game is pretty old fashioned with its frantic sound effects and simplistic graphics, it packs a hell of a punch in the gameplay department. The game is very easy to get into due to its simple nature, but it's very difficult to put the joystick down once you've started, so be prepared for some long nights of game playing!

There are a few quirks, such as the odd glitch in the sound and graphics every now and then and the fact that the collision detection tends to go rather awry from time to time, but even this doesn't detract from the highly enjoyable and furiously addictive gameplay.

Since the game is shareware, the only asking price is a plea from Jeff to send him a fiver for his efforts, this game shouldn't be missed. So get those fivers out!

Maff Evans AF

All that Glisters helps your Quest

You can get an edge over the alien mutants by picking up the icons that they occasionally drop. These give you extra tools and weapons to help defeat the foe.


3-WAY SPLIT – Gives you a spread three laser streams.


INVINCIBILITY – Makes you immune to enemy attack for a limited time.


HOT BULLETS – Fires a faster stream of more deadly shots.


FLOYD BONUS – A bonus is added to your score.


BOUNCE SHOTS – Allows you to ricochet shots off the walls.


SMART TOMATO – Zaps everything on the screen.


EXTRA LLAMA – Adds a life to your supply.


LOVE HEART – Makes the creatures fall in love with you and rush towards you.


WARP – Adds 50,000 to your score and moves you on five levels.

SHARE AND ENJOY

Llamatron occupies a strange position in that it isn't a commercially available game. It's essentially a public domain program, so once you've got hold of it you can distribute it freely among your friends. However, if you have a copy of the game and enjoy playing it, you are obliged to send £5 to Jeff Minter for his trouble. It's a good idea to be honest and shell out the dosh (after all, look at the quality of the game for the price) since good programmers deserve to get something for all their hard work. It may even induce other writers to come up with great games under the Shareware scheme.

LLAMATRON 2112
Llamasoft ■ £5

- **Simple graphics with incredibly bright colours and highly-intense strobe-lighting.**
- **Wild sound packed with odd samples and excellent echo effects.**
- **The simple gameplay is fast and massively addictive.**
- **An old style game which is superb value (if you're honest).**

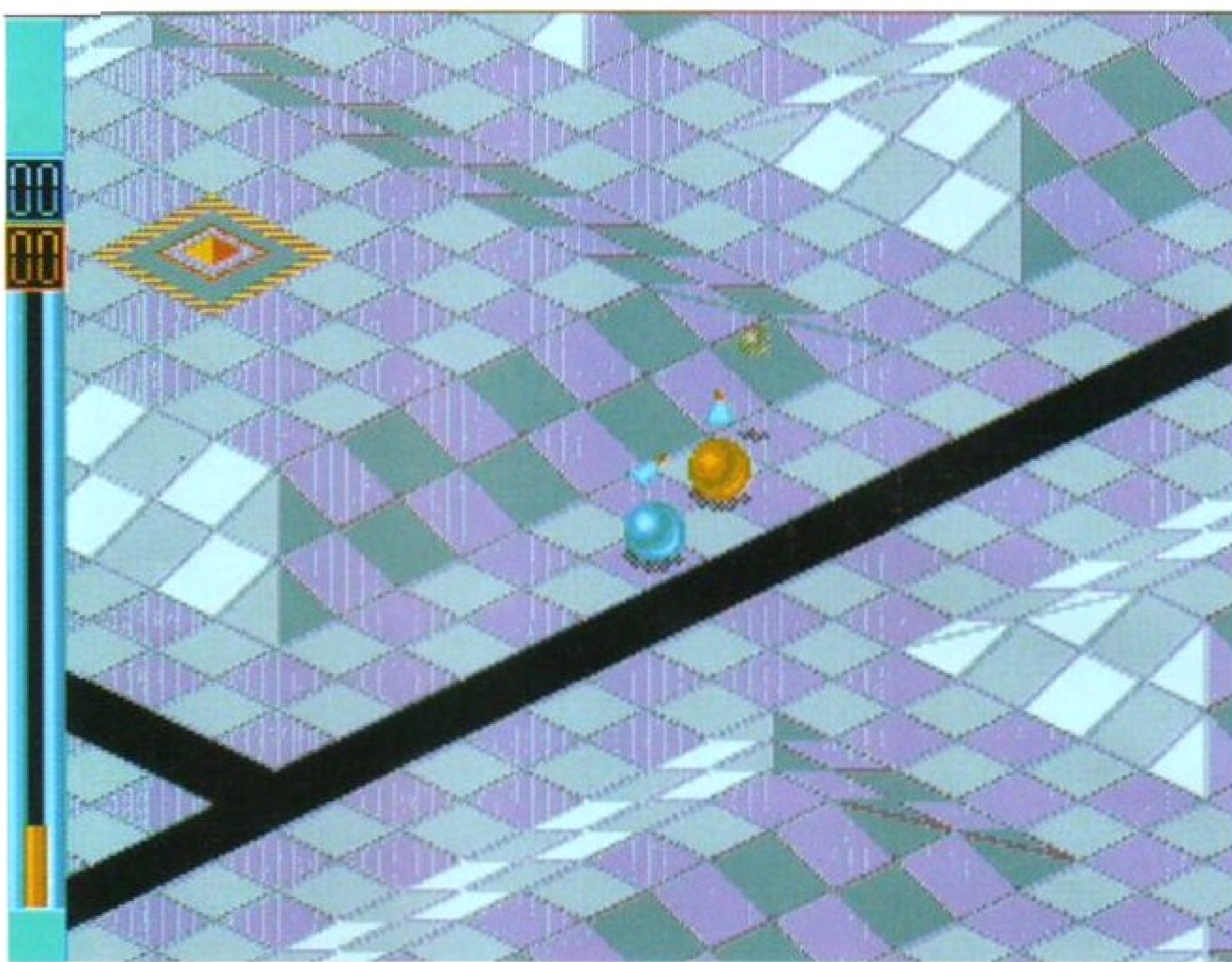


89%

Sliders

Balls have always held a strange fascination for computer-gaming folk. This game has all the traditional trappings of spheroid spectaculars, combined in a two-player sports special. Balls, as they say, have been done though; so can this one offer enough new features and playability to offset the loss of novelty?

The game is, the retroactive school of game justification argue, a future sport, played by humans cybernetically, directly in to some megalithic ether net. In reality it's a ball game of attraction. You control a large coloured sphere, that roams a rectangular grid. Also making its presence felt is your opponent's sphere of, a puck and a few terrain-based surprises, just to keep things rolling along.



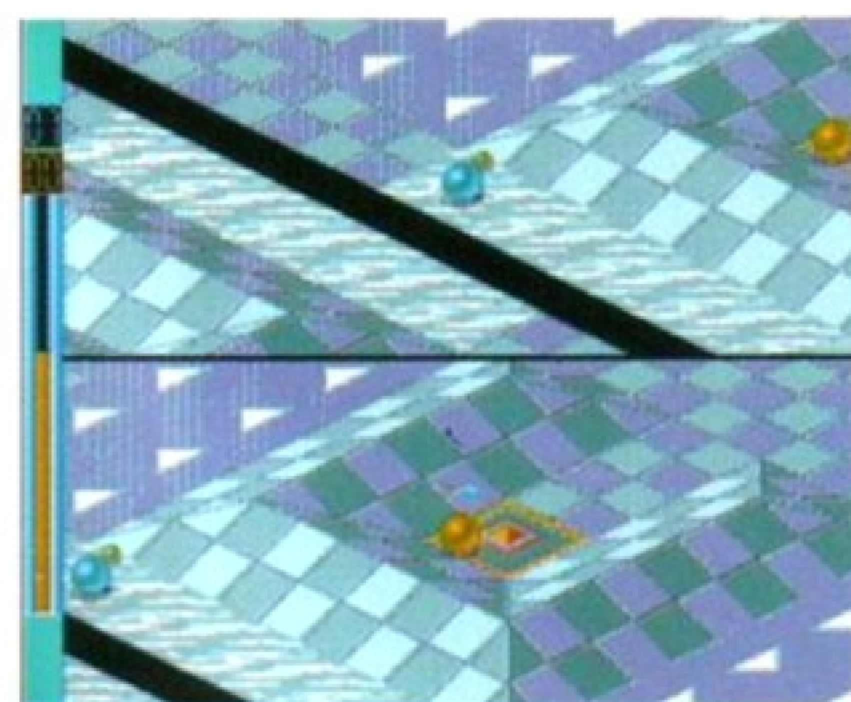
The yellow square in the top left is the opposition's goal. You have to drag the ball across it to score. You have to coax the ball to move your way. It's easy when the other guy isn't around but when you're scrapping for possesion...

In two player mode you share a split screen. It's fine when viewed like this but when you are going at it head to head you'll need good sea legs. Screens are going this way then that and ... excuse me I think I'm going to be ill!

Use the force

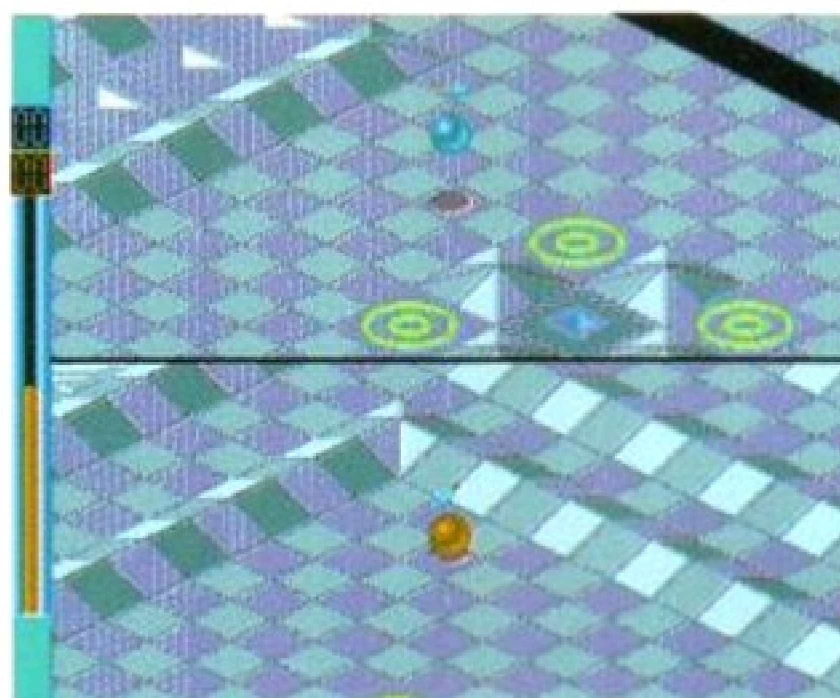
The aim is to magnetically drag or shoot a puck across your opponent's goal area. Controlling the magnetic force with the fire-button, you simply have to shepherd the puck to the small coloured square that the other sphere started in. After you have scored a goal you're whisked back to your end and the whole show starts again.

It's simple to play: joystick commands following logical lines and with an obvious objective. What makes life difficult are the manifold ways each of the 12 pitches are set up. Some are littered with ice that robs spheres of control, one-way tiles that force balls in specific directions and slopes that sap speed. The tougher, later pitches even have trampolines to send pucks and players sailing into the air, often way over the goal.



Slippery when cold. The ice sends the spheres skidding around uncontrollably. When combined with the ramp around the goal the ice is a real points killer.

The way each pitch, player and puck will behave are offered as options before the game is played. Everything from ball speed to gravity can be affected, which makes it a useful utility for first time Sliders. These modifiers may even be applied to a single player, giving them a particular advantage or handicap. And while initially amusing, it is a little pointless.



The targets are trampolines. Hit one of these and you're thrown into the air. This is annoying on a high gravity situation, but if you've tweaked the playfield set up then it can send Sliders sailing off into space. The trampolines are particularly nasty here as the puck is affected too.

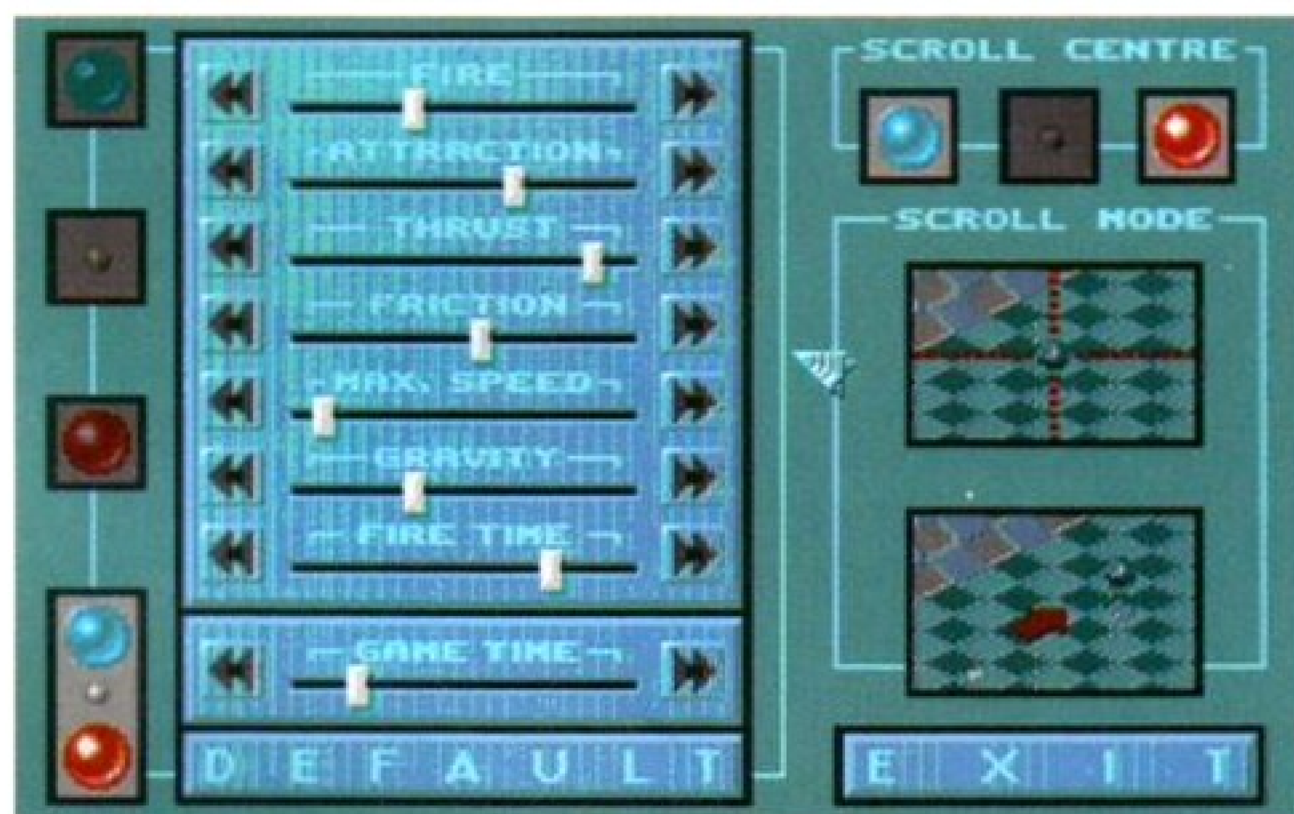
Get personal

All sport games are best in two-player mode, as beating a human opponent is far more satisfying than whupping a computer-generated one, and this is a particularly good ball game against friends because it requires both skill and luck to be in the lead when time kicks itself out. Two players jostling, running and shooting is *Sliders* at its best. When you just play in the one-player mode, though, there is something that is sadly lacking. There's no personified opponent and victory feels strangely hollow.

There is graphic style but no real glory. The screens scroll smoothly, slopes and special tiles are easily visible, but there's nothing breathtaking or even inspired. *Sliders* is functional, but not flashy, doing little to try and draw you in. Even goal's are only faintly lavished with sound effects, which is just a quiet Marilyn Munroe-type sound sample.

Sliders doesn't really offer enough, despite a huge list of options. It has no visual magic and only 12 different playing fields to explore. Played by two people it becomes a frantic race for puck control, a race only interrupted by insane geography. Play it alone and the interest quickly flags.

Trenton Webb



The options screen allows you to set up the game with any combination of different factors. Some make the game faster, so are just funny. It's possible to even set one player's parameters differently to the other's. While highly effective it does smack of foul play!

Sliders
Palace ■ £25.99

- **A wealth of options to affect play.**
- **Lacks the necessary definition to pull players in.**
- **The graphics work well but lack any personality.**
- **Only 12 different zones to play in.**
- **Seriously improves when played against human opposition.**

AMIGA FORMAT Verdict 60%

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Rook takes Knight! But not the way you'd expect. The Knight is the Samurai character leaping into the air to dodge the Dragon's breath. The Dragon is actually the Rook, which transforms into this mythical beast when adminstering the coup de grace. However, in Chinese chess, it's always the character on the right which wins. Eat heat and fry, Shogun!

Battle Chess II – Chinese Chess



Although he looks like a stereotype yokel in a silly hat, the minister is in fact one of the king's staunchest defenders. Pity he can't walk in a straight line though!



The minister cops it full in the face from one of the cannon balls launched by the opposition. Strangely, these ministerial chappies turn into elephants during their demise.



Chinese Chess features more varied screen layouts than its older stablemate Battle Chess. The picture-in-picture display shows the board from above, thus clarifying the position of the pieces. It's still a bit confusing if you're unsure what the letters represent.

Roughly two years ago, Electronic Arts thought it would be a nice idea to add some new spice to one of the oldest games in the world: chess. This they did in the form of *Battle Chess*, an animated action-version of the old masters' fave. Now they have turned their attention to a little-known variant of the game: Chinese chess, and revitalised this too.

This version features many of the qualities that made *Battle Chess* such good fun: there's the ubiquitous modem/serial link, for playing head-to-head games long distance; you can load and save games at any stage in their development; there are nine different ability levels, giving scope for newcomers and grand masters alike and, of course, there are the detailed death sequences, which is the game's main attraction.

Several new features have been added, just to show that EA aren't slacking. For instance, there are no less than four versions of the board, a 3D, two 2D and a 2D window on the main 3D screen. By using these it's a lot easier to clarify where pieces are located, because the 3D board has a habit of obscuring your view. Music has been added, with a tune for each piece. These are quite cute at first, as their Chinese-style koto sounds are atmospheric and appealing. However, the smaller number of pieces means you get to hear them more often than is healthy. A tad repetitive, once the initial buzz has worn off.

Samurai strategy

The game of Chinese chess itself has been well-implemented, and follows the rules exactly (as you'd expect). It's a good deal different from chess, and unless you know how to play it you're going to be spending the first 10 or so games just getting your head around it. Kings cannot move more than two spaces from their start-point; queens and bishops are replaced by counsellors and ministers which have more restrictive movement patterns and the knights can no longer jump, this is left to the cannons. Well, they don't actually jump, they just lob cannon balls over the heads of other pieces to move around the board.



While not as detailed in strategy as normal chess, Chinese Chess is still no easy game. You can actually take pieces on the first move, but doing so puts you at an immediate disadvantage. Confused? You will be.

All in all, the game is more ruthless and barbaric than chess. Pieces are traded a lot earlier and because there are fewer pieces the whole game is generally quicker to play. It's difficult to learn the game *and* cope with the obscured 3D at times, and this is where the 2D window really comes into its own. There's even a selectable help mode which highlights all the legal and illegal moves that pieces can make, to really spell it out if you're unsure.

Slow boat to China

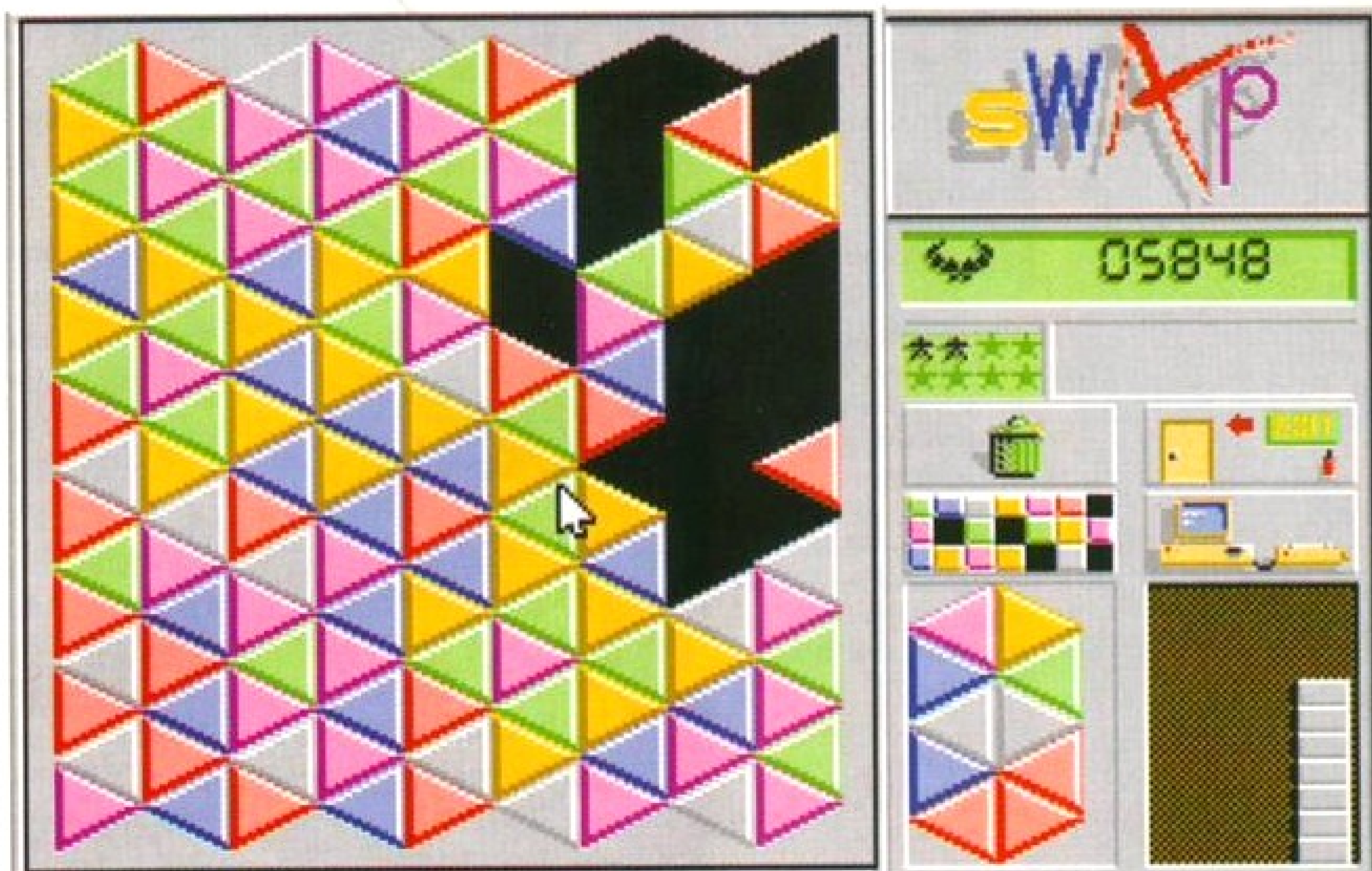
The animations are similar in style to those in *Battle Chess*, and sadly, they suffer the same drawbacks too. Disk-loading is triggered every time a piece is taken, because the animation has to be loaded into RAM. This is a real pain for floppy-drive owners, but hard-drive users can install the game to speed this aspect up dramatically. The animations themselves are attractive and often highly amusing. Each piece has its own attack and defence sequence against each other piece. Obviously, there are a finite number of possibilities, but only the most frequent ones become boring.

Neil Jackson

Battle Chess II
Interplay ■ £25.99

- Good fun, but a bit derivative.
- Too diverse to be mainstream.
- Too clumsy and slow for beginners
- Loads of different viewpoints to show where everything is
- Fantastic if you know the game and have a hard drive.

Verdict 76%



Clicking on the edge of any triangle causes the shape the flip poistion with the piece it shares that border with. If this brings two similar colours into contact they disappear leaving a hole on the board. Swapping costs points if no match results, so for the first few moves of any level your hands are tactically tied.



These big squares are the easiest shapes to swap, because the results that they produce can be mentally predicted, unlike hexagons or triangles.

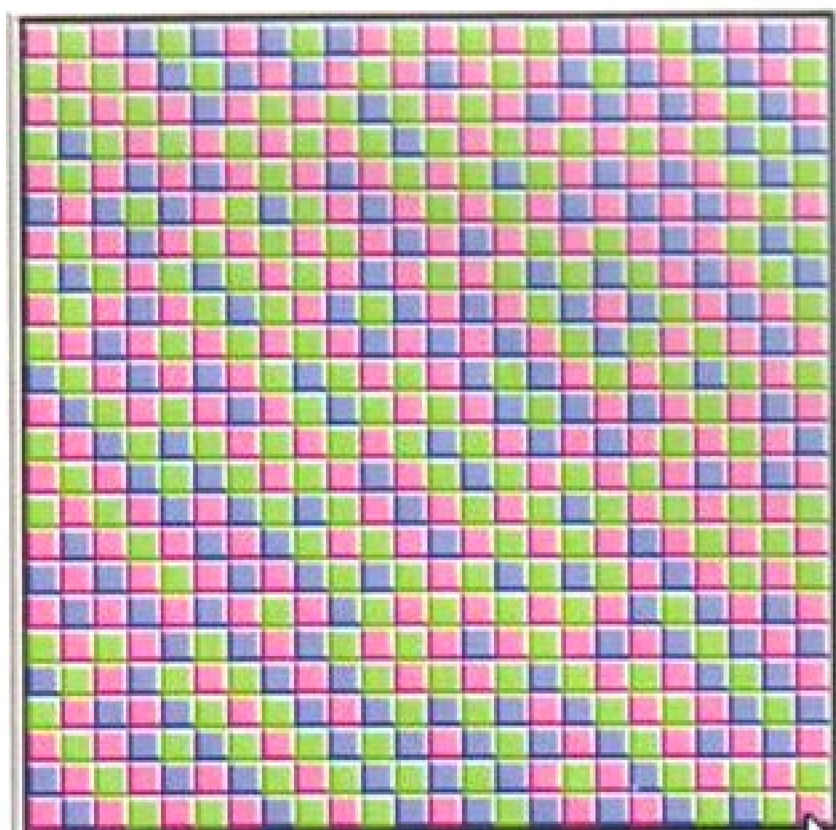
Swap

Puzzle games come and puzzle games go, but few make a real mark. The successful few have all combined pressure, mental agility and control dexterity. Rather than stressing speed, the emphasis is on intensive forward planning, to make players sweat out a solution. A brave departure from the normal puzzler format, *Swap* is initially so bewildering to play it's not entirely clear why you should play.

Multi-coloured swap shop

You are presented with a wall of multi-coloured tiles. The tiles range in shape from triangles to hexagons and come in six different colours. The tiles can be manipulated by clicking on any touching edge, which causes them to swap position, by pivoting around the clicked side. If a swap causes similar colour tiles to touch, they disappear; scoring points and leaving a dirty great hole in the middle of the wall. Clearing a wall ends that level.

Swapping routes have to be calculated, so that similar tiles aren't isolated when its neighbours disappear. This is complicated by the variety of sizes and shapes. Each one needs specific playing tricks if too many tiles aren't to be left hanging space and unable to swap.



Severe eyestrain time! Small squares are really evil. It's not the shape, it's not even the size, it's the number of the little beggars. Still there are plenty of points up for grabs on this level.



Hexagons are reasonably simple because they've so many sides. The black stars to the right of the game board show how near you are to finishing the level. When they are all blacked out you can exit and still advance a level.

Avalanche!

Swap isn't a fast game: even the timed levels are temporarily generous. It's a cerebral test of thinking ahead, working out which tiles will disappear as a result of any particular swap. You are rarely stranded with unswappable tiles at the end of a level, though, as there are a number of points debiting cheats on offer. An avalanche introduces gravity to the situation, pulling all the remaining tiles to the bottom of the screen and removing any resultant matches. Some spare tiles can even be bought at a direct points cost, to match up lonely solo tiles and make them vanish. Even these cheats aren't limitless and real caution is needed if you want to leap through the levels and clear that wall.

Progress throughout the game isn't sequential: the more efficiently you clear any screen, the more points you earn and the higher the next level you have to face will be. If this isn't to your taste then a level designer is on hand for some self-constructed practice. In fact it is quite curious, fascinating and forgettable. The game doesn't work hard to pull you in, but does exhibit some delightful touches in design. Its simple concept allows for few real embellishments, but the game's simplicity can prove absorbing.

To hook or not to hook?

The puzzles are formed by the limited movement and the disappearing nature of the tiles which combine to form this strange puzzler. *Swap* doesn't develop these inherent gameplay strengths, but it doesn't really need to, it merely dishes out more complex permutations with far fewer cheats. The unfortunate side of this is that if it doesn't hook you straight off, it never will.

There are few traditional puzzle-game trappings to be found. It is truly different, not stressing action or time, just thought. This can be considered a failing as the slow pace implies a lack of intensity, but it does not lack depth. It does not even lack intensity, the focus is just on the brain and not swift mouse or sprite control.

The lack of physical interaction with *Swap*, gives it a cool if not cold feel though. There's little excitement while playing, a factor which could be easily balanced with big pay offs elsewhere. Yet, no such pay-offs are to be found and the interest in completing levels wanes. And without player interest *Swap's* longevity is limited.

Trenton Webb

Swap
Palace ■ £25.99

- Simple but strong puzzle formula.
- Supporting effects are sparse.
- Non-sequential levels allow quick advance for better players.
- Requires forward thinking rather than fast reactions.
- Lacks staying power as there are few 'payoffs'.

AMIGA Verdict 59% FORMAT

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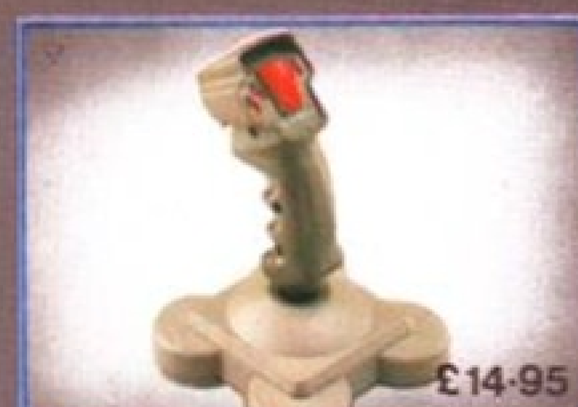
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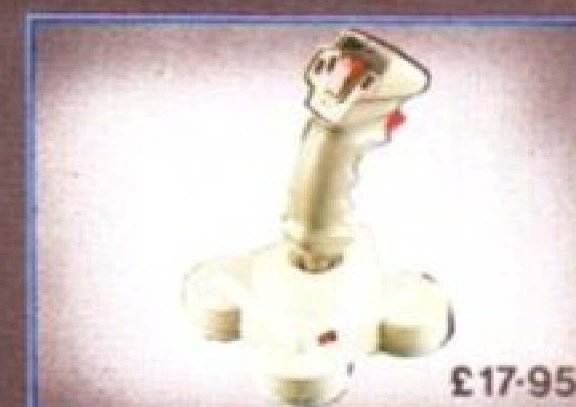
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Frenetic

Mankind is making yet another last stand in the latest vertically-scrolling shoot-em-up. *Frenetic* may be frantic, but is it fun or simply forgettable?

Core Design are famous for their 3D masterpiece *Corporation* and so this is a bit of a departure for them in that it's a vertically-scrolling shoot-em-up and it's a fairly brainless one at that. The story is a little convoluted: apparently Earth is knackered and the inhabitants are on the move.

Loonies from the planet Mozone have been attacking Earth for over 200 years and the Earthlings are just about sick of it. So you,

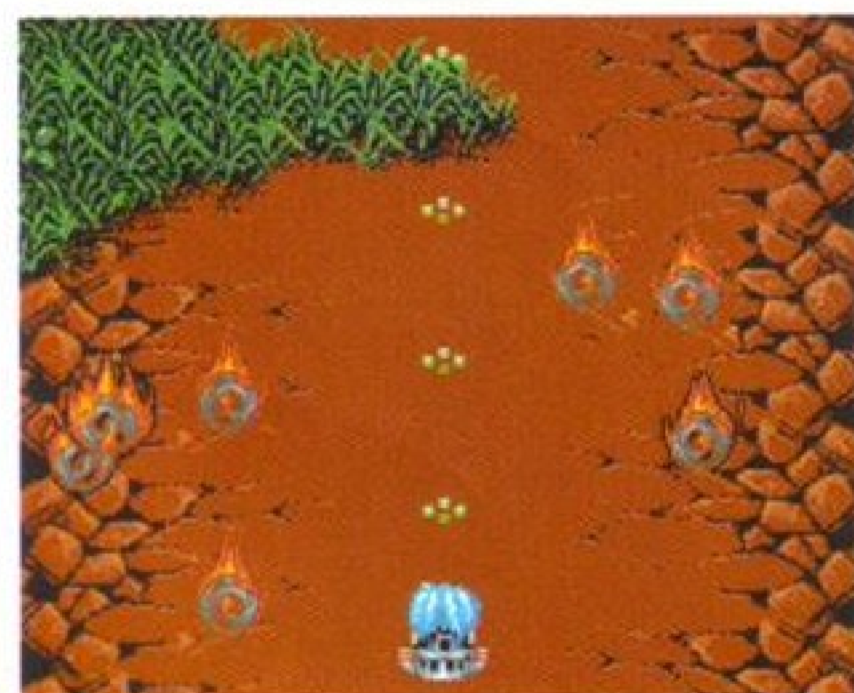


Weird jellyfish monsters from the planet Zob. Use your Freem propulsion blaster to eradicate their kind. The jungle-like terrain makes spotting the little critters a bit trickier than it might be.

whilst languishing in the comfort and security of the Space Cadet lounge, have been called upon to save Earth from the alien filth. Your bosses feel a bit sorry for you and have decided to kit you out with a massive great gunship. With it, you must clear a path to a safe planet, destroying any aliens which get in your way.

Get yerself tooled up fer a rumble

Luckily, as the screen scrolls upwards, butter-finger space monsters drop extremely powerful weapons when you shoot them.



These can be picked up and bolted onto your craft. The weapons include spreading lasers, meaty cannons and homing-missiles. Some of these weapons, such as the side-firing electro phaser, tag along behind you like drones as you move around. They usually return to the centre of your craft when you stop, but a neat power-up causes them to trail permanently.

You can collect speed-up pods (just as well because you start off very slowly) and if you collect too many, you can pick up slow-down pods to counter the effect. Sadly, if you lose one of your lives, you lose all the weapons you have collected.

The game features the usual end-of-level bad geezers, very big and requiring huge amounts of fire-power to destroy. There are



This whirling, swirling alien space fiend pops up a little more frequently than you might expect. Blow up his head section to reveal a lovely little extra weapon. The animation of this beastie is fluid and quick... possibly a little too quick. Some fast reactions are called for to kill this baddie.

Arid desert landscape flows smoothly below you. This seemingly lifeless environment is actually teeming with nasty alien sprites and should be approached with extreme caution. The glowing aura around your ship is a shield pick-up.



Now on the second level and the planet is coming alive around you. Startlingly fast alien sprites zoom toward you at breakneck speed. Lots of extra weapons are required if you want to progress.



This is an end-of-level baddie. There are eight of these and this is the smallest and weediest one. It may look big, hard and clever, but it's very easy to dodge. Problem is, the damn thing takes squillions of shots to destroy and you could die of boredom before you actually kill it.


Things are getting a bit frantic at this point. Far too many baddies are trying to kill you and the only way out is to collect some add-ons and kill, kill, kill!


More jungly madness as you swoop low over the planet. The scrolling tends to get a bit juddery when lots of things are all over the screen at once, it doesn't seem to ever slow down. Spooky!

eight levels in all, featuring differing terrain, getting more and more alien the further you get. The attack waves are tricky and often frustrating, but there are no real surprises.

Two bloke action!

One neat feature is the two-player mode. You play as a team, doubling the amount of fire-power available, but the competition to collect weapons and bonuses is intense. It does become a little easier in two-player mode, but is more fun just the same.

The end-of-level baddies are fairly easy, they take far too long to kill, though, and they're kind of dull. The graphics on the other hand are actually quite nice. The backgrounds are well drawn and fairly effective. They don't really jump out and grab you, though, and some of them have been strongly influenced by the game's peers in the genre.

But what about the graphics?

The sprites are often attractive, but again never outstanding. The aliens don't vary too much, but they're all well animated and smooth. One problem which surfaces a little too frequently is the slowing-down when lots of things are moving on screen. This is especially noticeable in two-player mode and can get quite dreadful.

The scrolling is a little jerky, but not to the detriment of the game. Sound is really cool. Heavy guitar soundtrack, backed up by extremely porky sound-effects. Gameplay wise, the game falls into the category of mediocre. It's not dreadful, but it doesn't offer anything you haven't seen before. In fact, this game blags so many ideas from other games, that the main feeling after playing it, is one of déjà vu. By its very nature, *Frenetic* cannot afford to be *too* original, but in the light of competition like *SWIV* and *Battle Squadron*, it falls in a very dark shadow.

Frank O'Connor

> "Sound is really cool. Heavy guitar soundtrack, backed up by extremely porky sound-effects."

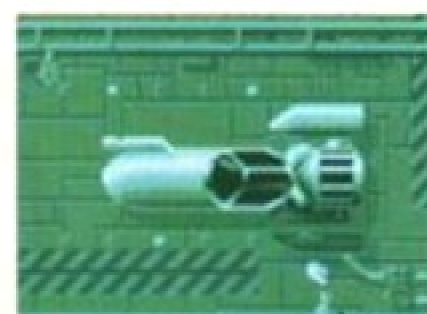
An everyday tale of space folk, shooting and interstellar nasties

Frenetic opens with a cinematic-style intro that shows a shadowy human moving mysteriously towards his craft. It sets the scene well for the blast. The Milk Tray figure is supposed to be you, getting ready for battle.

Glorious cinematic openings used to be the domain of Psygnosis and the occasional high-profile game. Now everybody is getting in on the act. The net result can only be good news for Amiga game players as visual treats galore are dished out before a game begins.

The problem with this approach used to be that you ha to wade through the entire intro every time you croaked, take Shadow of the Beast for instance. Frenetic sidesteps this by allowing you to boot the game directly from the second disk, while the intro lives on disk one!

Sure, no amount of pretty piccies can save a lame game but they establish atmosphere and really show what the machine can do when it lets rip – and it's useful for impressing your Gran and other folk who think computing is still in the Speccy age.





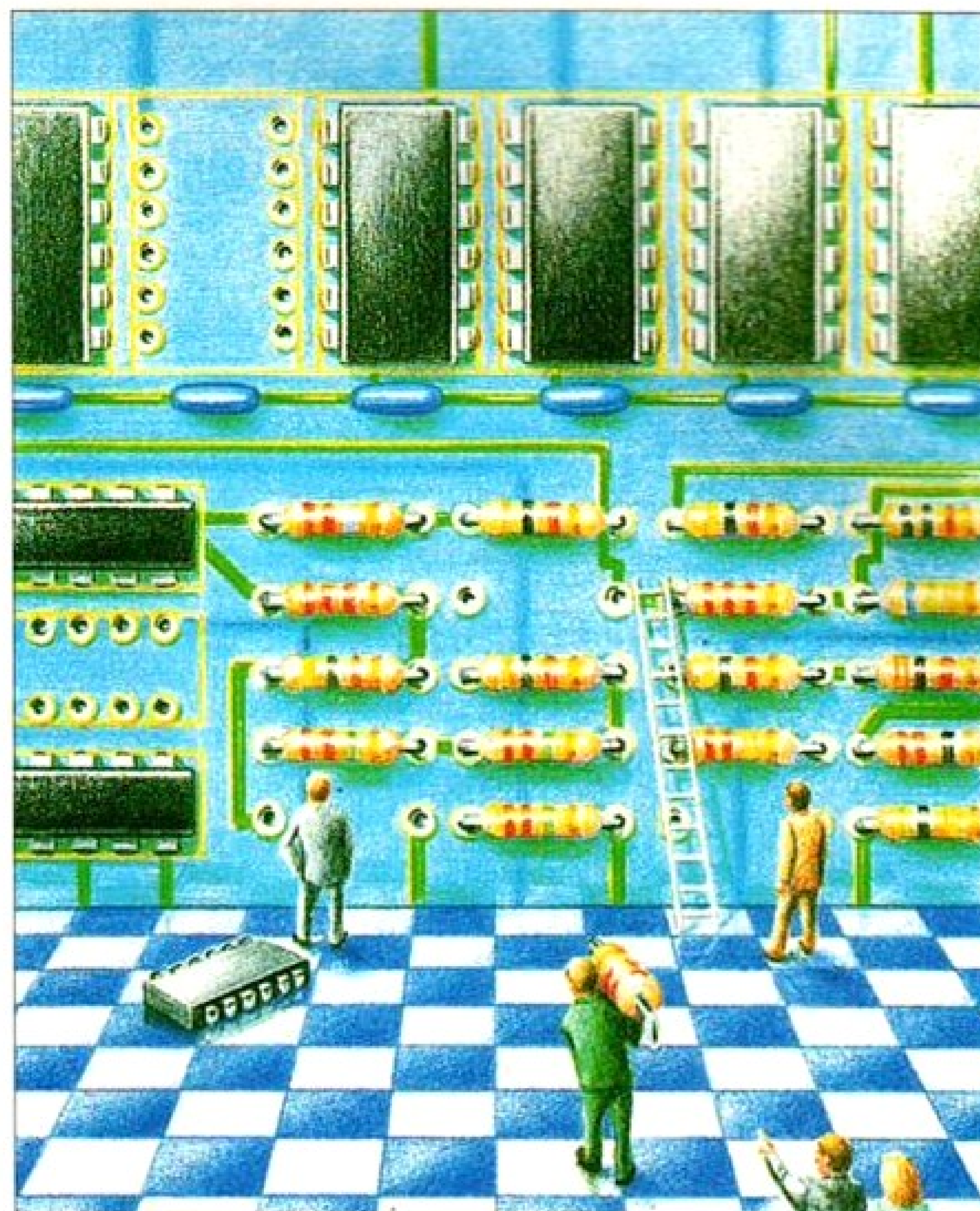


Frenetic
Core Design ■ £25.99

- Lots of levels and things to destroy, but not much to do at the end of the day.
- Graphics suit the game, but no prizes for originality or style.
- Cool music and superb sound effects add some atmosphere.
- A reasonable game, but in a genre full of better shooters.

AMIGA FORMAT Verdict 67%

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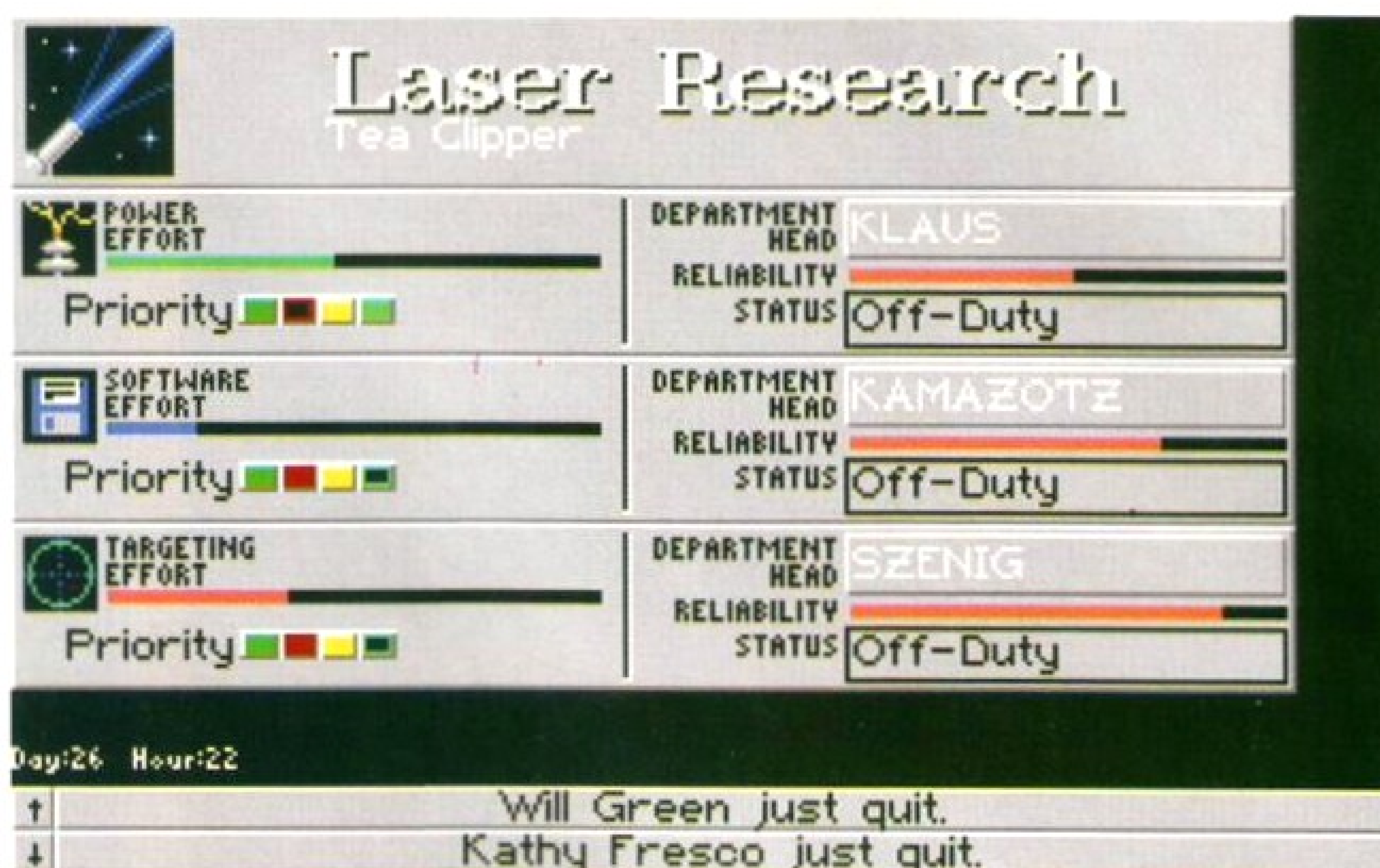
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The Wall has fallen. Democracy has swept into the East and the World is becoming a far safer place to be in. But behind the public handshakes and smiles the Cold War is still going on. The Bear and the Eagle never sleep.

The USA is still developing its Strategic Defense Initiative (SDI) but the Russians are closing fast. 'Bright Star' is a Soviet laser defence system to rival SDI. It's proceeding apace and only you can stop it. You're in control of the SDI project, which encompasses everything from hiring and firing the staff to arranging for enemy scientists to be 'liquidated'. It's not an easy job.

Choose your department heads carefully. Logically this would mean avoiding people with dark glasses, strange hair and foreign names, but since that rules out 90 per cent of the USA's scientific community, you'll have to have some pinko weird-beards in. Just keep a close watch on them, that's all.



Cardinal of the Kremlin

Star wars

The majority of the game is mouse or joystick run and you control everything from a main menu. Sub-menus take you to the detail and the whole thing works smoothly, simply and well. It needs to because it runs in real time and you'll have to make some quick decisions about where to place your spies, assigning people to top jobs and conducting naughty espionage in the USSR.

Bar graphs display everything from team efficiencies to the danger your operatives in the field are in. Slowly, as you manage your people, the SDI project comes together and (hopefully) Bright Star runs into big US-initiated hassle. The knowledge of your team increases as you test all the latest devices. You must determine how well the devices worked and what changes need implementing. Then you get some bods in to carry the changes out, chew the asses of those who've failed and keep the project rolling. This is simultaneous plate-spinning and juggling territory.

Dealing with the FBI and CIA spooks requires a deft touch. They jump at shadows and just love to open fire. But their intelligence is vital if you're to trip up the Russians. They also look after your own security. Leaks cost lives, and worse, make the President look bad in front of the cameras.

You can talk to the Russians, and even negotiate with them (the flesh creeps...), but the game really hinges on how you play your two trump cards. One is the Archer. This is an elite Afghani rebel who is fighting for his homeland (which he's since had back, incidentally). "Bright Star" is close to the Afghani border, so a stray missile might perhaps be launched. You actually get to do this is in a little arcade sub-section fought on a map of Afghanistan. You control Archer's troops with the keyboard (mouse or joystick strangely aren't allowed). When he moves close enough to the Bright Star complex you simply hit the attack key and he should do the rest.



If you want more reconnaissance satellites, then simply commandeer the Shuttle, chuck out all the civilians and get the press out of the area. Bung your satellites in the hatchback and off to the stratosphere you go.

The Empire strikes back

Then there's the central character: The Cardinal. He's a Red Army Colonel but luckily for you he's also an American spy. Believe what he tells you because it'll be vital to whether you win or lose.



The Cardinal. A deeply religious man, he likes nothing better than golf, social drinking and betraying his country's most important secrets to the inferior Western capitalist war-mongers. But if you ask too much of him he could get caught and be given a severe ticking off from the KGB. It might even limit his chances of promotion in the Red Army.

The game is based on the 1987 Tom Clancy novel of the same name, but the atmosphere Clancy imbues his books with is sadly not repeated here. What we have is possibly the ultimate management sim. The detail (all lifted from the impressively accurate book) goes some way to instilling the feeling of Superpowers on a knife-edge, but it's mainly a case of compromise and learn, until experience tells you what settings to select and who to hire. The arcade sequence doesn't help much because it's restricted by memory and is too simple in presentation.

The Cardinal Of The Kremlin is nicely put together. It's pleasant to use but still complex and taxing. However, the Cold War is being forgotten, and this is one management game that already feels out of date.

James Leach



1. The laser research team. Watch for your egg-heads burning out (due to hard work), and make sure they don't blab about their jobs.

2. The laser testing team. These guys try the lasers out (what on exactly isn't specified) They also write the software (and the odd virus when they're bored).

3. The CIA. The spooks look after your 'overseas interests'. They all wear shades and have large armpit-bulges. So whatever you do never annoy the CIA.

4. The FBI. The FBI look after the security of your project. If there are any leaks or defections then it's the FBI who should get it in the neck. If you can find them, that is.

Cardinal of the Kremlin
Accolade ■ £24.99

- Clearly written game and manual. It's definitely a slick piece of work.
- Time limit and huge number of variables make it a tough game, and one which can be solved in many different ways.
- Atmosphere of international intrigue and governmental intervention is lacking, especially since it the Cold War has passed us by.
- Arcade sequences are distracting from the main football management-sim style game.

AMIGA FORMAT Verdict 59%





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925 Stewart Street Madison, WI

Thunderhawk



"Sir, *Thunderhawk* has been undergoing test flights and the findings are outlined below. The opinion of all test pilots is unanimous, this bird was born to fly. There's one thing all Amiga-based airforces will want to know before procurement takes place though: does it clip the wings of MicroProse's *Apache Gunship*?"

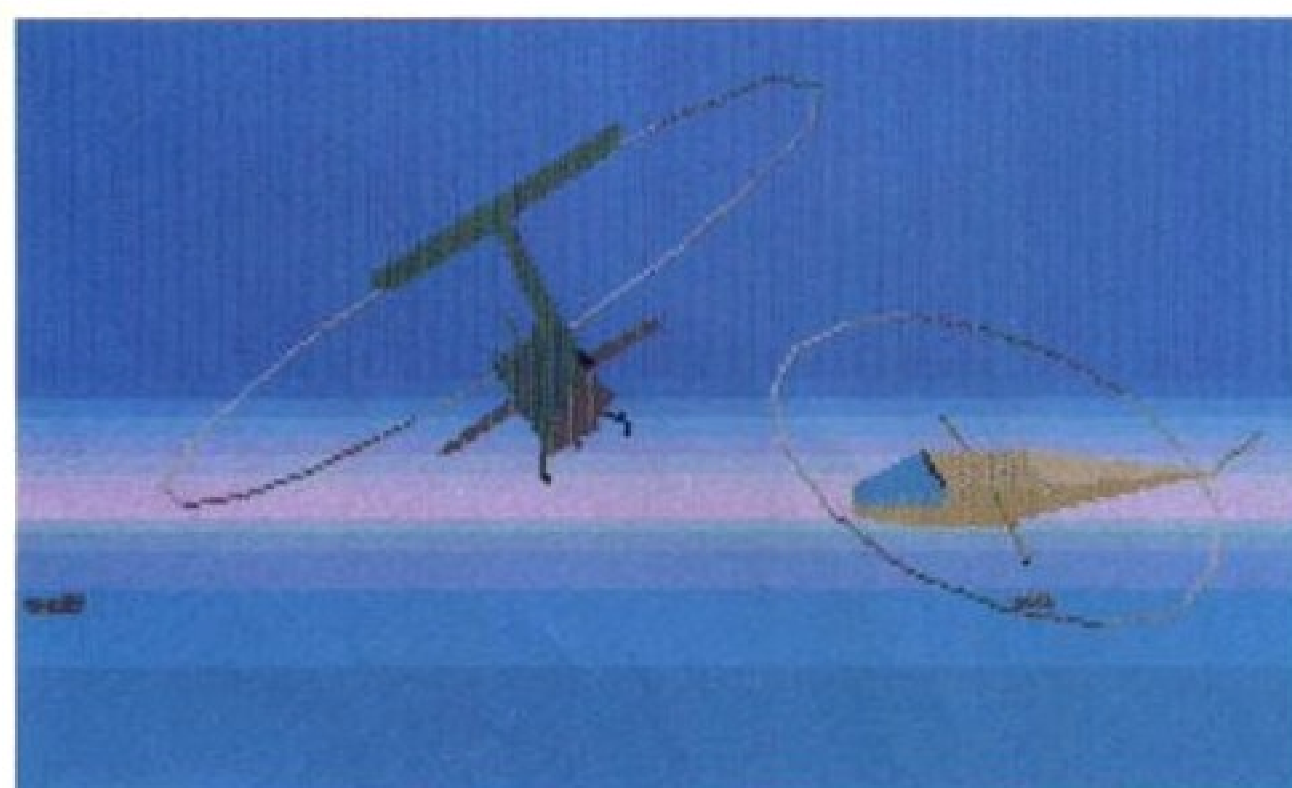
Rotary club

Once you take a look at the spec, it becomes obvious this is not a real aircraft, but has been built by the programmer (Mac Avery) as a combination of both current design and projected military technology. It's a fictional helicopter that must fly realistic missions in a bid to hold together a fragile peace.

Flying 10 themed missions in six scenarios, the Thunderhawk has to live up to its billing as a multi-talented attack chopper. Its roles encompass that of bomber, rescue craft, flying missile platform and submarine killer. Each campaign starts out as a single mission which opens a 10-flight story: a tale you have to see right through to the end.



Thunderhawk edges in for a landing at Ice Station Omega, making Apocalypse Now look like Terms of Endearment. What will it find? The answer to this mystery will provide the imputeus for the next following sorties, so let's hope it's something really violent! Then there will be an excuse to shoot that truck which is locked in your sights.



Close or what! The Thunderhawk and a Hind go at it on outside view. One of the choppers has to die, but which one it is depends very much on the speed of the trigger fingers and the state of the arsenal.

As each mission unfolds the pressure is slowly upped. Raids go deeper into enemy territory, new information alters your objectives and retributive strikes turn simple missions into a hardware hell.

Collective responsibility

The control system of a chopper defies accurate simulation: the cyclic joystick and collective are two totally separate systems which traditional methods just can't mimic effectively. This is where Thunderhawk's trump card is played. It uses a custom system that pushes chopper sims further than ever before, by uniting all the disparate elements of helicopter control into a single mouse system which adds to the accuracy and playability.

With a crafty combination of button clicks and holds, the helicopter can be flown almost entirely via the mouse. The keyboard commands that remain are for chaff, flares and the 'toggleable' systems, such as night sights. The main guidance comes from the mouse so there's always a free hand available to stab at the necessary keys when the missiles start to rip. Effective control is never lost as hands transfer from joystick to keypad. Panic, when under fire remains the only problem.

The weapons systems need practice before they can be used effectively, and many Thunderhawks will tumble before it's mastered. Competence comes quickly and then the game changes from a futuristic helicopter simulation to a deadly battle for survival. *Thunderhawk* is all about action; a non-stop shooting war where there are only the quick and the dead. Missile batteries have to be blasted or avoided, radars ducked or destroyed, while fighter planes and hunter-killer helicopters of the opposition prowl.

Using the mouse, the Thunderhawk soars smoothly with a reassuringly realistic lag between command and response – a factor good Thunderhawk pilots will quickly assimilate and build into their flying technique. Flexible and fast, the mouse system allows a thorough exploration of the helicopter flight experience, which is just as well because the 60 missions test the Thunderhawk well outside its performance envelope.

Slick stuff

Any flight simulation has a limited appeal if the world it inhabits presents no threat or challenge. *Thunderhawk* doesn't suffer here, if anything it overdoses on action. You've hardly time to orientate yourself on the first flight before unpleasant things start hitting the fan. Unpleasant things like anti-aircraft fire and missiles, the fan being your rotor blades.

Slick polygon work and graphic effects ensure that the feel of flight is dramatically

Missile madness! Before take off you get to choose which ordnance you'll take out on the killing spree. Just select the weapon you want from the stores and stick it on the hard-point of your choice. Thunderhawk can carry a load of kit, but special tools are needed for special tasks.





Look be Hind you! The only helicopter joke in existence reveals a grim life-and-death struggle. The Thunderhawk overpowers the feared Soviet battle chopper but has to catch it before the killing starts. The hunt is worth it though, the enemy helicopters drop out of the sky with real grace when they're blasted. Just like careless Thunderhawks.

Thunderhawk is trying to blast *Gunship* from the Amiga sky and grab the mantle of the top chopper sim. Can a revolutionary control system and 60 sequential missions give it sufficient lift?

retold. Rolling smoothly with every command the world can quickly become a swirling mass of HUD lines and hills if concentration and control is lost. Yet even when the deadly yellow triple-A fire pierces the night sky, and you're using the night-sight, everything remains clear. The HUD and computer-control screens relay flight information calmly, readable at a glance, just the way they should.

The polygons used to create the actual world over which Thunderhawk hovers are solidly constructed and move well. Mountains and vehicles are nothing new, but the effects are. Explosions are a swirling sphere of stippled red and yellow spots, that fade to grey when the fire burns out. A small effect but it adds vastly to the realism of the situation.

The atmosphere of the simulation is usually supplied by the craft it copies, but Thunderhawk, being an object of fantasy, has to build and maintain its own mystique. The clever animated briefings and reports that fall between each mission help to establish a mythos. There's even a cartoon intro sequence explaining the unit's inception, a dressing that only arcades or adventures have had to date. This package is a complete one, establishing *Thunderhawk* as the hybrid it really is.





Look be Hind – oh that one's been done! The major gives you a briefing before the mission. He can speak English, the NOE refers to Nap Of the Earth flying to aviod radar. Along with the talk they also show pilots film of the projected target. They're black-and-whites with no sound! You'd have thought that with all the money the Military have, they could at least afford a decent projector!

"*Thunderhawk* is a non-stop shooting war where there are only the quick and the dead."

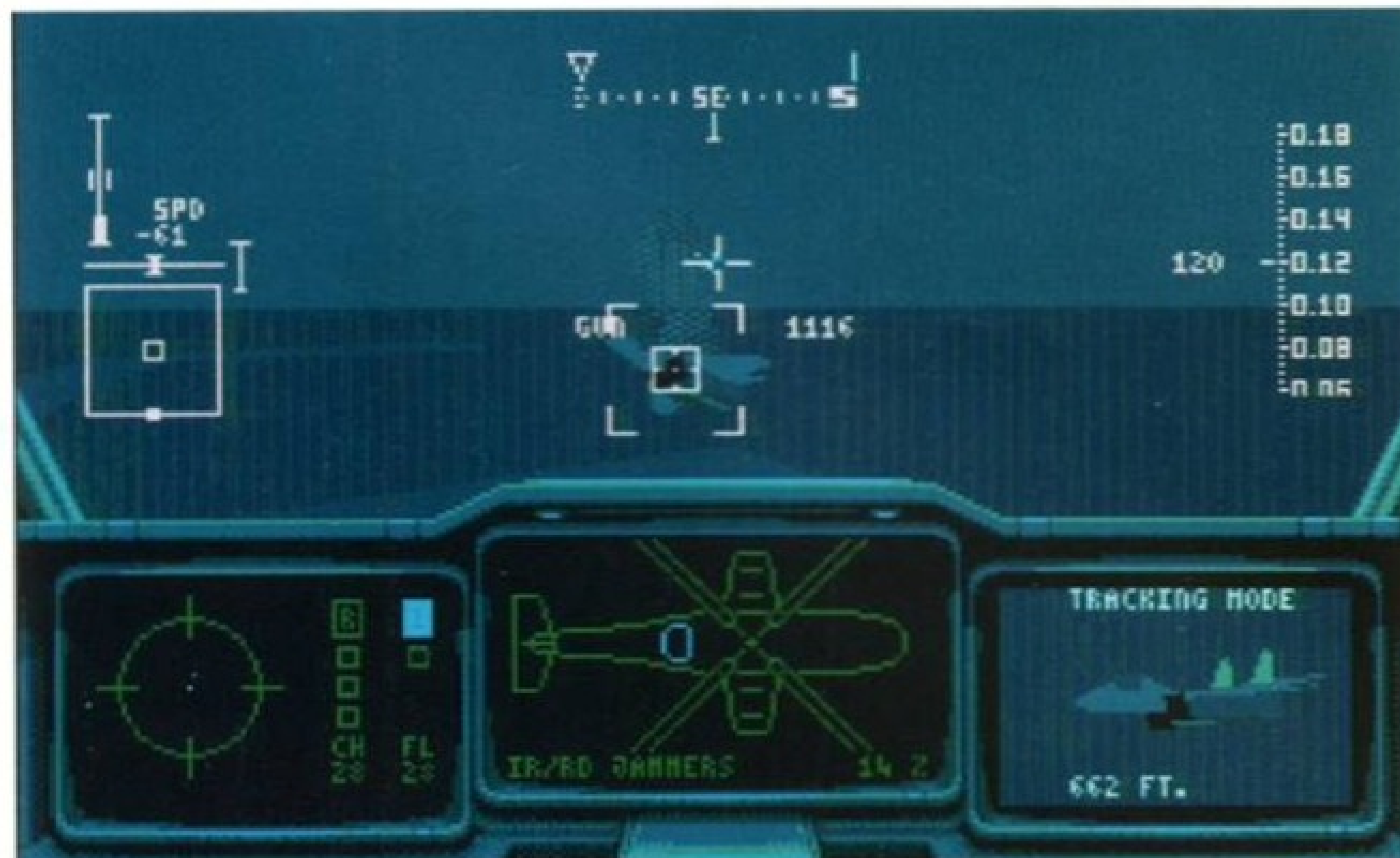
Really?

The biggest problem is that it plays for keeps and it plays fast. There's no flying to-and-from missions, you're delivered within striking distance at the start. So, good pilots will find themselves progressing rapidly through the 60 missions simply because each sortie tends to be a short, swift exercise; a factor which limits lesser pilots' progress.

Reality fans may claim *Thunderhawk* lacks 'serious military credibility'. This is a mistake: sure, everything isn't accurate down to the last rivet, but in terms of playability and speed it's leagues ahead. *Gunship* now looks its age and can't hope to match state-of-the-art 1991 3D work. If there is one thing that hasn't been simulated, though, it's any flaws. Even the best modern technology has at least one foible – a 'flight characteristic' – that has to be worked around, but *Thunderhawk* has none.

Thunderhawk creates a thrilling 3D environment, filled to the brim with bullets, blasting and battles. Its unique control system promotes fast learning and allows the game itself to start at a sprint. Trick flying and quick firing are the only routes to survival from the word go. Segmented well with animated briefings, each campaign is a story that you create with brave deeds and hot flying.

Trenton Webb



And night became day! Using the Nightsight may take away some of the colour, but it means you can fight at night. Here the Thunderhawk has just taken on a MiG 29 and won! These are tough to take out and call for some swift auto-rotation in order to lock them up.

Thunderhawk
Core Design ■ £30.99

- **The excellent control system frees the game from the normal sim constraints.**
- **Six campaign stories, each with 10 tough sorties.**
- **The animated intro and briefing screens add continuity.**
- **High-speed simulation with more hostile fire than you could possibly care to imagine.**
- **Futuristic violence in a fast vector world, an action adventure in every sense of the word.**

AMIGA FORMAT Verdict 90%

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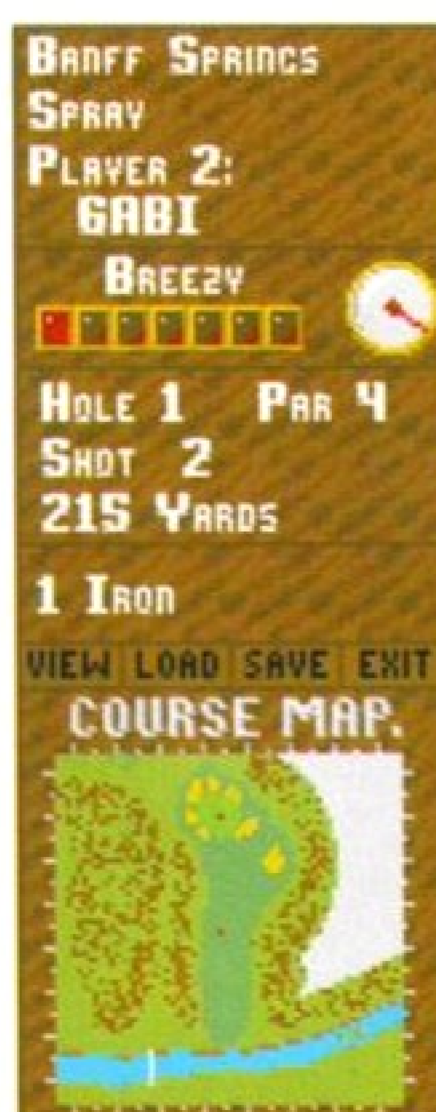
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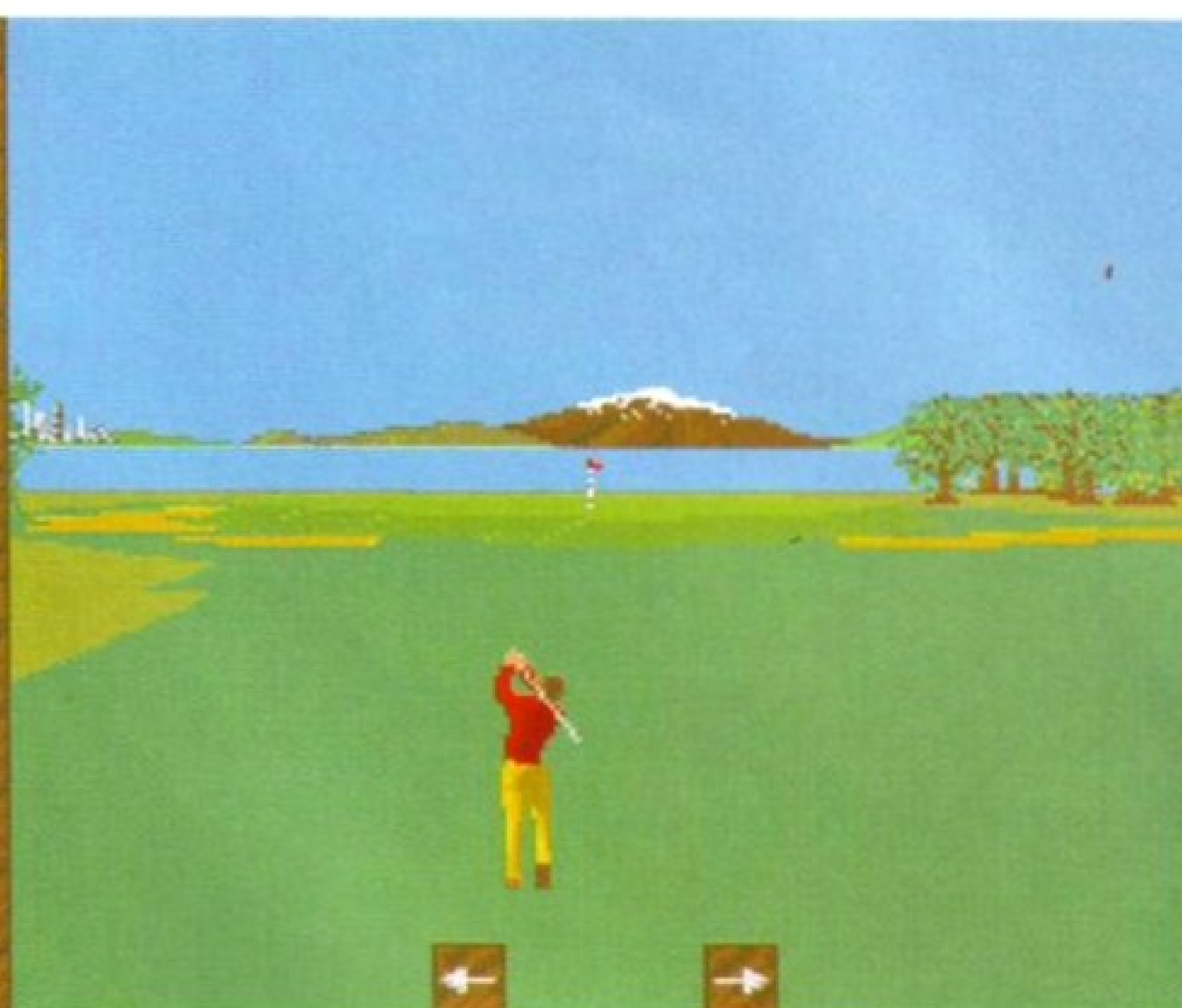
Challenge Golf

Hands up who remembers the golf game *Leaderboard*? Only the excellent *PGA Tour Golf* has managed to match its stylish and addictive golfing gameplay. So how does the latest golf sim shape up in a fairway of games which have attempted to go one better than the *Leader*, which is now showing its colours on the budget circuit?

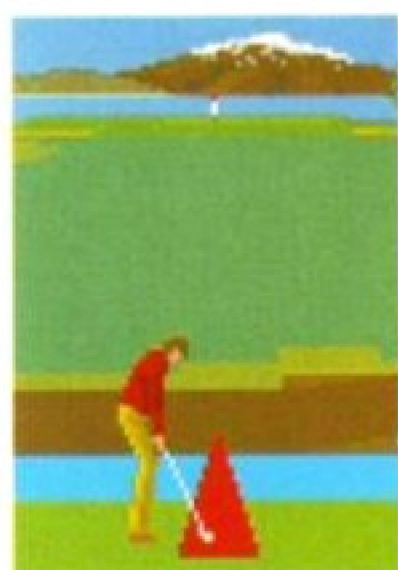
It's a game of 18 holes Brian

You know exactly what to expect from a golf game. The conditions have got to be realistic, the club selection's got to be easy and the graphics need to look something like a large area of greenery with 18 flags sat on it. On the surface *Challenge Golf* follows these criteria, but start playing the game and a very different impression is formed.





This is the sort of game that'll soon have you tearing clumps of hair out of your head in sheer frustration. In this case Gabi is finding life difficult at the very trying Banff Springs course, which is apparently somewhere in the States. The graphics, aren't terribly true to life, but you're left feeling that if real golf is this uninspiring then Nick Faldo is one over-rated chappy.



On the tee, Steffi Graf has thrown the grass in the air and muttered to herself.



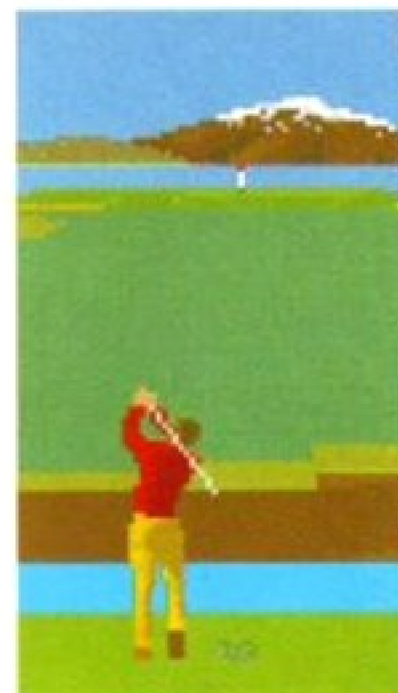
She's choosing a club, and yes she's gone for the one wood – old faithful.

POWER
CURVE

Swinging into the ball, get the power on full and you'll have a job controlling the direction.

The menu screen is where conditions are chosen, names entered, players loaded and saved, sounds turned on and off and the skill level chosen. The screen itself is tatty and you soon realise that things don't bode well for the actual game. Having set up your options you can choose to either shoot at the driving range or take part in a bit of strokeplay. Additionally, computer-controlled opponents can be selected, simply pick the one that looks like he'll get the beers in after the game.

The driving range is entirely bland, but then you could level that criticism at real driving ranges. Different clubs can be chosen, enabling you to perfect your swing, though perfecting your swing is the least of your problems with this game.



Weeeeeeeee, the ball whizzes down the fairway and then, erm, lands. What fun.



There are four whole courses to choose from, fortunately, there isn't a three-year waiting list and you don't have to sit in front of a committee to become a member.

But why are the balls that funny shape?

The main play screen presents you with a 'behind the shoulder' view of the fairway with your golfer sat in the middle straddling a large red arrow. On the left-hand side of the screen is a miniature map of the golf course, the currently selected club, a wind meter and the load, save and exit options.

To choose a club all you have to do is simply click on the club screen and cycle through until you find the appropriate stick you'd like to hit the funny white ball with. When the wind looks like it has subsided from gale force you can change the general direction of the ball by moving the large red arrow in the appropriate direction.



Don't ask me how you're meant to concentrate on your putt when there's a huge great red arrow obscuring the cubist abstract green. Faldo never had these hassles.

Whacking the ball down the fairway (or the sand in my case) you get to choose a different club and have another crack at the pin. Sink the ball and a sample of a goldfish hitting a pavement echoes about and the ecstatic phrase "HOLE" greets your amazing feat.

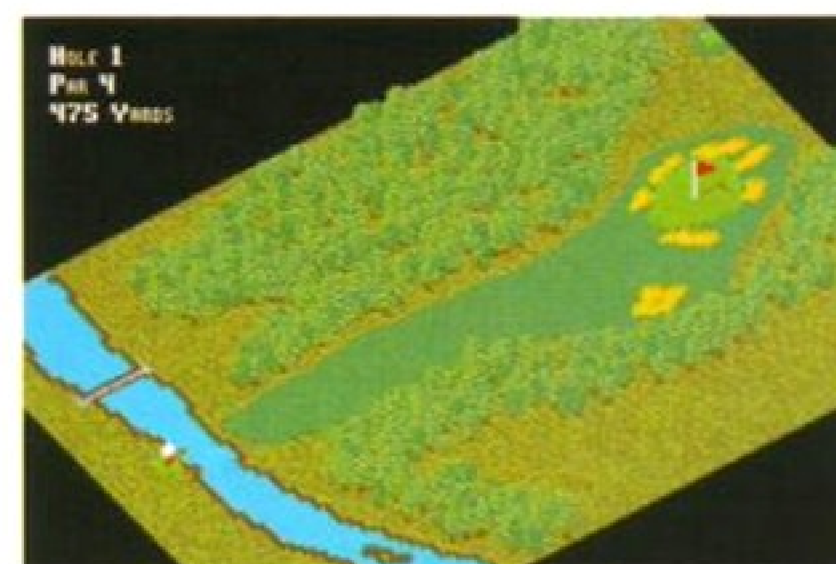
Oh, so that's a putting green is it?

Unfortunately this golf sim is extremely lacklustre. The gameplay is slow, riddled with annoying pauses and bland. The game brings nothing new to the arena of computer-simulated golf except a bad feeling that people actually want you to pay money for this game.

In a flight simulator you have realistic combat conditions, in a racing game you have pitstops, but in this golf simulation you have large red arrows and some dreadfully simplistic gameplay.

If *Challenge Golf* had turned up in the public domain then, no doubt, it would have received rave reviews and a large pat on the back. But it isn't public domain and it isn't a challenge. Either go and buy *PGA Tour* or *Leaderboard* (the super-dooper 27 zillion course pack), or wait for MicroProse's golf game, because *Challenge Golf* brings about as much credibility to Amiga games entertainment as Japan does to whale conservation.

Andy Hutchinson



Hole One at Sotogrande and there's a massive challenge on. Simply keep hitting the ball up the fairway until you reach the small smooth area of grass, then you hit the ball a bit softer until it goes into the little hole!

Challenge Golf
On-line Ent. ■ £25.99

- **Tame graphics and sparse samples.**
- **Gameplay is lacking, lasting interest is minimal.**
- **Clumsy shot direction controls.**
- **Annoying pauses every time an overhead view is shown.**
- **Massively simplistic graphic depiction of a putting green.**

AMIGA FORMAT Verdict 45%

Epilogue time, or in other words: time to wrap up the Screenplay pages by mentioning the games that just squeezed in and to fill you in on the important chart news...

Spoutro

Hero Quest – The Return of the Witchlord

Gremlin ■ £14.99

Verdict 85%

Gremlin's spiffy conversion of the low-level hack-and-slash board-game now has more quests. *Return of the Witchlord* is part two of the sword-waving, spell-casting tale of warriors and wizards. Ten new missions are on offer, to test the mettle of even the best questers.

These new quests are tough stuff, with hordes of hard nasties inside the very first door. So those saved parties from *Hero Quest*, complete with all their purchased weaponry and magic armour is going to be essential if you are to make a successful assualt on the Witchlord.

10 new challenges await the party and all are proper Hero Quest (the board game version) adventures so you can be sure that all have a few surprises tucked up thdeir armoured sleeves. Yet they all use the same interface established in Hero Quest, so play will be just as slick.

Previously when you played the game it was so easy (even for the solo player) that managing four characters was a cinch, so the data disk has arrived just in time to catch the preliminary buzz of the original release. There has to be a huge number of heros questing out there already, with the original riding high at number seven in the charts (see overleaf) and this data disk deserves to be an equal success. *Hero Quest* is needed in order to run *Return of the Witchlord*, but it has to be an absolute must for any Barbarian , Elf Wiz or Dwarf who want who want more Chaos Warriors to kill, zombies to slice, skeletons to slice....



A magical history score, or that was the month that was...

THIS MONTH'S SCORES	
Mega-lo-Mania	91%
Jimmy White's Snooker	91%
Thunderhawk	90%
Bart vs the Space Mutants	81%
Llamatron	89%
Frenetic	67%
Atomino	72%
Navy Seals	65%
Challenge Golf	45%
Battle Chess II	76%
The Cardinal of the Kremlin	59%
Swap	59%
Sliders	60%
Armalyte	51%
Striker Manager	53%
Billiards II Simulator	58%
Arcade Trivia Quiz	57%
Stack Up	80%
Hero Quest Data Disk	85%
A MONTH AGO	
R-Type II	88%
RBI 2	84%
Manchester United Europe	80%
Barbarian	76%
Proflight	75%
Germ Crazy	75%
Mercs	72%
Gunboat	72%
Impossible Mission	72%
Life and Death	70%
Ghost Battle	69%
Sharkey's Moll	69%
Frostbyte	69%
Prehistorik	68%
Tangram	60%
Bill and Ted's Ex. Adventure	58%
Champion of the Raj	57%
John Lowe's Ultimate Darts	55%
Crime Doesn't Pay	54%
LED Storm	46%
Halls of Montezuma	43%
Bionic Commando	43%
Interceptor	42%
Beastbusters	41%
Thai Boxing	16%
Protector	13%
Flightpath 737	10%
ONE YEAR AGO	
Operation Stealth	90%
Supremacy	90%
Monty Python	88%
Magic Fly	88%
Shadow of the Beast II	87%
Extase	86%
Time Machine	85%
Tie Break	84%
Plotting	81%
Simulcra	80%
Venus the Fly Trap	79%
Thunderstrike	77%
Unreal	74%
Gold of the Aztecs	73%
Bomber Mission Disk	71%
Ziriax	68%
Starblade	67%
Codename Iceman	64%
The Colonel's Bequest	60%
Web of Terror	48%
Yolanda	46%

Arcade Trivia Quiz

Zeppelin ■ £7.99

Verdict 57%

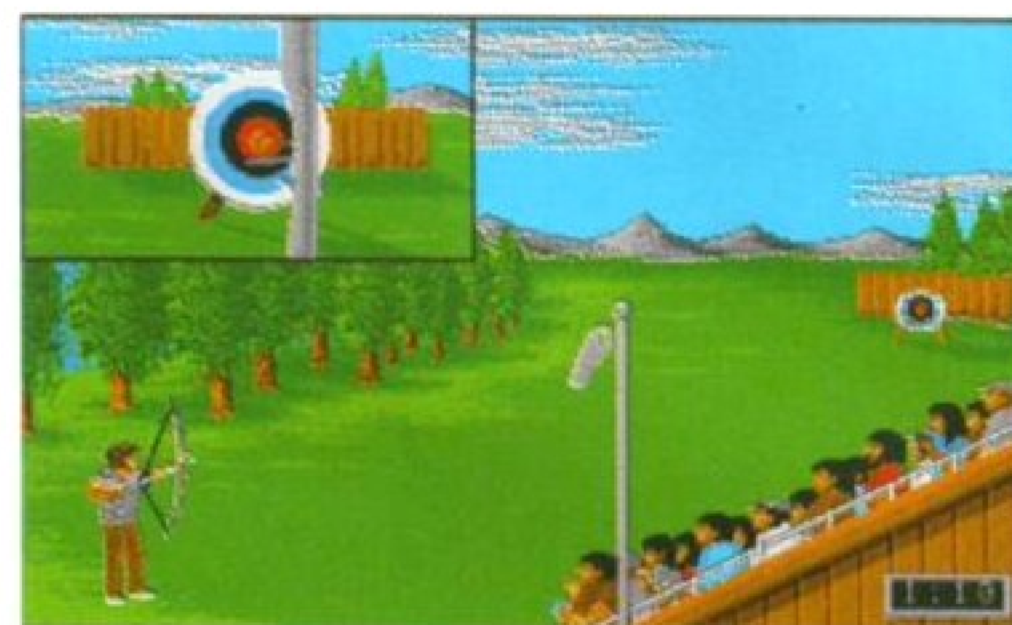


Dear *Points of View*, why, oh why,do people still keep producing quiz games where you win pretend cash? Despite the obvious flaw (you don't get the dosh) they are still massively intriguing, especially when played by a group, with everybody yelling wrong answers. *Arcade Trivia Quiz* spoils this advantage with a dodgy joystick system that you don't so much control as react to. The catagories flash past while the timer kicks down so you're penalised for waiting for a topic you can answer, which seems a bit unfair. The questions are varied and offer some reasonably outrageous answers. The game looks pretty but can't escape its own essential pointlessness. A reasonable example of a strange genre *Arcade Trivia Quiz* isn't horrendous it just isn't that hot.

The Games: Summer Edition

Kixx ■ £7.99

Verdict 51%



Ah yes! I remember when these multi-event sports simulation games were all the rage. Unfortunately the idea had been pretty much wrung dry by the time the Summer Edition of Epyx's *The Games* series had been reached. It follows an earlier proven formula, with 16 different sporting events to try, all controlled from the joystick. The game itself is well presented with a number of varied sections, but the whole thing seems like a bit of a waste of time. The controls are complex and confusing and the loading is painfully slow. Still, it's fairly cheap and worth a look if you REALLY have to have an Olympic simulation. Otherwise, I wouldn't bother if I were you.

Armalyte

Thalamus ■ £25.99

Verdict 51%

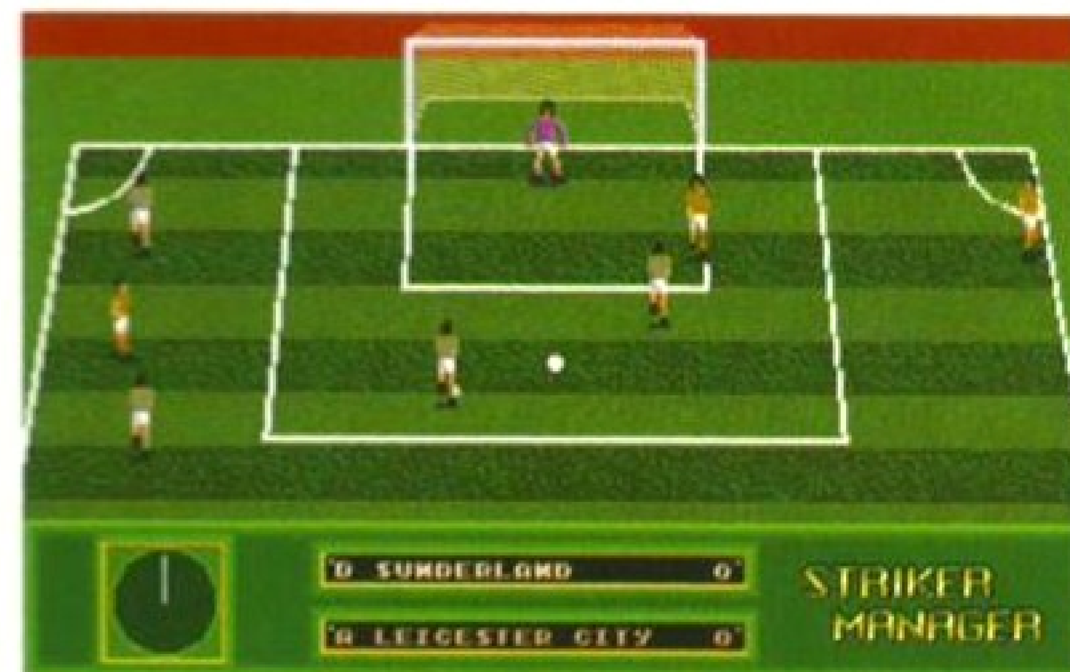


This frenetic space blast was originally released a few years ago on the C64 to massive critical acclaim. Now that an Amiga version has arrived, you'd expect improved audio-visuals and more fluid gameplay, but unfortunately, the sound is weak, the graphics are gaudy and the game itself is rather unplayable. As far as the appearance goes, the brightly coloured scenery leaves the background looking rather flat, instead of the futuristic image that it should have. It's quite a struggle to get the ship to respond to the controls, so the movement just doesn't feel right. *Armalyte's* programmers, Arc also wrote *R-Type II*, which is a much better game than this will ever be.

Striker Manager

D&H Games ■ £25.99

Verdict 53%



There are already a host of soccer management games on the market, with Anco's *Player Manager*, without a shadow of a doubt, at the top of the heap. So can D&H hope to knock this classic from its position? The answer is actually no. *Striker Manager* has some nice menu graphics and option screens, but that's about it really. Instead of trying to create a frantic and realistic soccer atmosphere it bombards you with lists of attributes and options that only go to confuse the player. Although it seems quite a deep game, the lack of explanations soon become frustrating. Another point is that the 'arcade highlights' (the game's attempt at atmosphere) are tragically hilarious!

Billiards II Simulator

Infogrames ■ £19.99

Verdict 58%



Isn't it strange that as soon as one unusual style of game appears, another similar game seems to quickly follow. Elsewhere in this issue you'll find a review of the superb *Jimmy White's Snooker* (Page 58), and what should also appear? A billiards simulator! What a coincidence. There's an attempt to flesh out this least-exciting-of-all baize sports up with a number of variants and modes. In between sit a number of static screens to create the impression of being in a casino. There's even a choice of overhead and 3D mode but neither are massively convincing. Unfortunately, Infogrames' version looks rather scrappy and dated next to Virgin's somewhat slicker product. If you have to play a game based on the old 'green' table, it has to be said that Jimmy White's your man. The variety and options offered here can't compensate for Jim's class.

Stack up

Zeppelin ■ £7.99

Verdict 80%



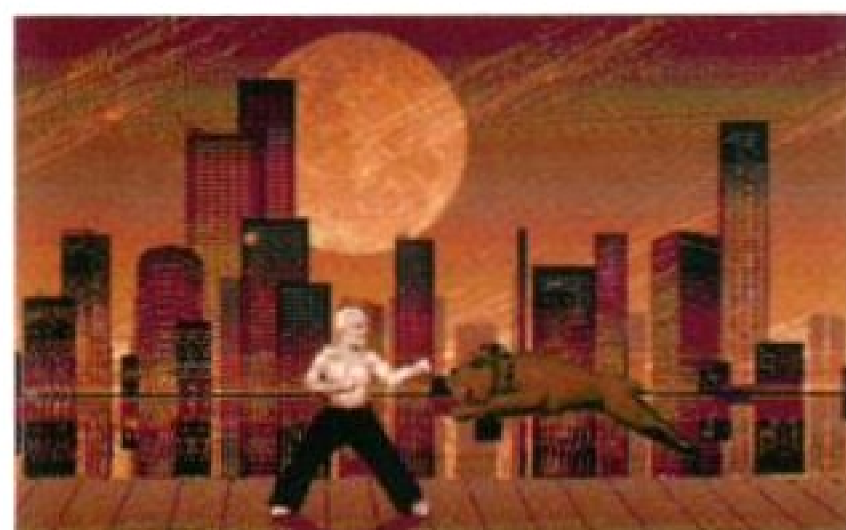
Basically a variation on the *Tetris*/*Columns* genre. You control sets of traffic symbols as they drop from the top of the grid. The idea is to form lines of three or more matching symbols running vertically, horizontally or even diagonally. Forming rows of four symbols counts as two lines, making it easier to reach the target. Later levels feature more hazardous obstacles, such as randomly generating blocks that fill the empty gaps on the grid. As you would expect from this type of game, the actual gameplay is extremely simple. Despite this, the going is pretty good fun and you'll soon find that it's strangely addictive - more so than many full-priced games. At the budget price of less than eight quid it's well worth any puzzle game fans having a look.

BUDGET TOP TEN

1(-)	**Full Contact**	Team 17
2(3)	**Lombard RAC Rally**	Hit Squad
3(-)	**Xenon 2**	Mirror Image
4(4)	**North and South**	Action 16
5(1)	**Fantasy World Dizzy**	Code Masters
6(2)	**Defender of the Crown**	Mirror Image
7(5)	**Miami Chase**	Code Masters
8(-)	**Run the Gauntlet**	Hit Squad
9(10)	**3D Pool**	Mirror Image
10(8)	**Little Puff**	Code Masters

Contact!

Congrats all round for Wakefield's globe trotting Team 17, who have stomped, punched,



kicked and nutted their way to number one with Full Contact. The glorious graphics more than make up for the few flaws in the gameplay. They've set new standards for original budget games and their entrance into the full-price sector, with Alien Breed, is eagerly awaited.

The Hot Spot

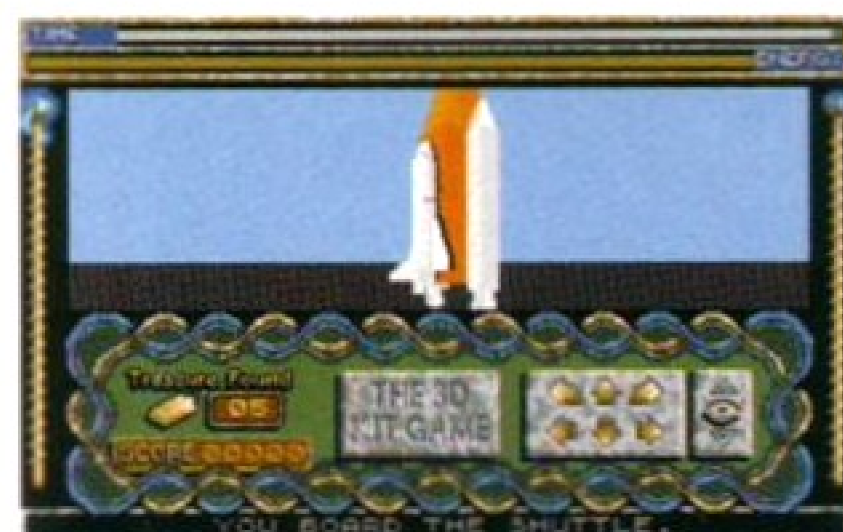
The new Number One – F-15 – has (desert) stormed in, can it match the illustrious F-19 for staying power? Both leapt in to the top of the charts the month after their release. F-19 is still stalking the lower reaches



of the Top 30 to this day (although it's hard to spot), but only time will tell if it can deliver its chart ordnance as effectively.

Game maker

You cannot be serious! Well you can actually, because 3D Construction Kit has built itself a



strong chart position. Despite its £50 price tag its interactive potential has already catapulted it to number 24 and it's sure to go higher. It will also provide the ideal retort next time a dour faced ST techie lays the "games machine" trip on you.

Staying Power?

The brilliant *Monkey Island* continues to hang in there at Number Three, a stunningly high position for an adventure. With *Eye of the Beholder, Lemmings, Gods, Railroad Tycoon, PGA Tour Golf, F-15 II, Speedball 2, Kick Off 2* and *F-19* it proves that quality always wins out. All have been on sale for absolutely ages and still they are dominating sales. Strange, but has anyone seen a Turtle recently?



Below

Ah, you noticed! Well, we were hoping, that being such nice folks you wouldn't ask, but since you have, here's why we haven't reviewed some of the games that are currently in the chart.

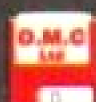
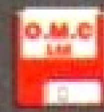
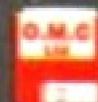
Kick Off 2 – Winning Tactics – Anco Despite the best efforts of our scouts we have not been able to negotiate a transfer deal.

Cricket Simualtor – Soundware International. The review has been rained off due to bad light and our need for software before review (SBR) which is a bit like LBW but less conclusive.

Spirit of Excalibur – Virgin. Ah no excuses, we let this one slip a few months back. No excuses it's our fault. We have played it though, so here goes: it's a slowish (well very slow) knights game, with some spiffy pics and neat plot. Verdict 62%

THE AMIGA FULL PRICE CHART

1(-)	New	**F-15 Strike Eagle**	MicroProse	£29.99	FG90%
2(-)	New	**Manchester United**	Krisalis	£25.99	80%
3(2)	▼	**The Secret of Monkey Island**	Lucasfilm/US Gold	£29.99	FG92%
4(1)	▼	**Eye of the Beholder**	SSI/US Gold	£30.99	FG92%
5(4)	▼	**PGA Tour Golf**	Electronic Arts	£25.99	FG90%
6(6)	■	**Lemmings**	Psygnosis	£24.99	FG92%
7(5)	▼	**Hero Quest**	Gremlin Graphics	£25.99	85%
8(3)	▼	**Kick Off 2 - Winning Tactics**	Anco	£12.99	See Below
9(14)	▲	**Switchblade 2**	Gremlin Graphics	£25.99	70%
10(9)	▼	**Gods**	Renegade	£25.53	FG90%
11(-)	■	**Toki**	Ocean	£25.99	78%
12(11)	▼	**Railroad Tycoon**	MicroProse	£34.99	FG92%
13(7)	▼	**Armour-Geddon**	Psygnosis	£25.99	85%
14(22)	▲	**Life and Death**	Mindscape	£25.53	70%
15(8)	▼	**Speedball 2**	Image Works	£24.99	FG94%
16(15)	▼	**Chuck Rock**	Core Design	£24.99	80%
17(16)	▼	**Cricket Simulator**	Soundware International	£24.99	See Below
18(21)	▲	**MegaTraveller**	Empire	£29.99	70%
19(-)	New	**Mercs**	US Gold	£25.99	72%
20(24)	▲	**Supercars 2**	Gremlin Graphics	£19.99	80%
21(25)	▲	**F-19 Stealth Fighter**	MicroProse	£29.99	FG91%
22(-)	New	**Line of Fire**	US Gold	£24.99	80%
23(17)	▼	**Kick Off 2**	Anco	£24.99	FG94%
24(-)	New	**3D Construction Kit**	Domark	£49.99	91%
25(27)	▲	**Sim City/Populous**	Infogrames	£29.99	Compilation
26(26)	■	**Super Monaco Grand Prix**	US Gold	£25.53	83%
27(30)	▲	**Brat**	Image Works	£29.99	87%
28(-)	New	**Spirit of Excalibur**	Virgin	£29.99	See Below
29(20)	▼	**Panza Kick Boxing**	US Gold	£24.99	69%
30(-)	New	**Neuromancer**	Electronic Arts	£25.99	81%

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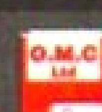
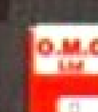
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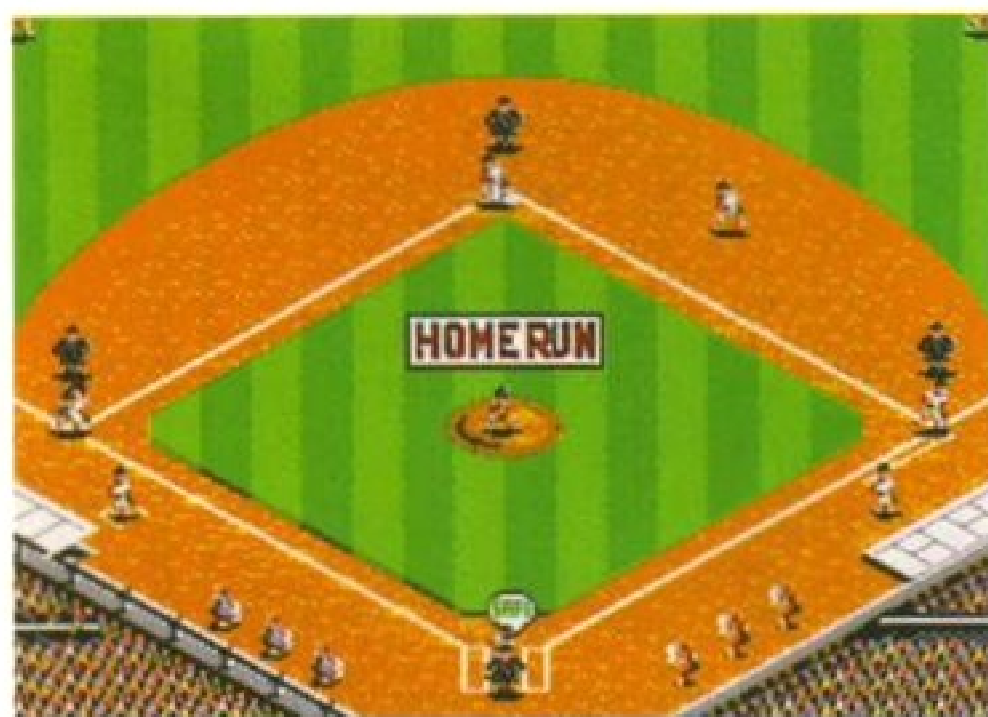
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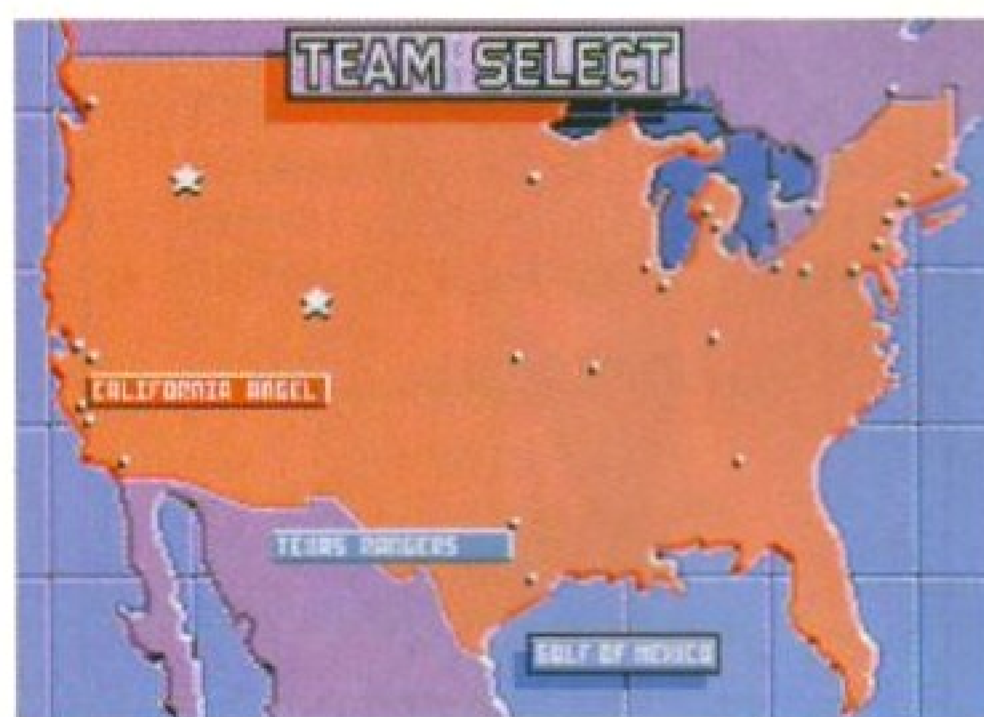
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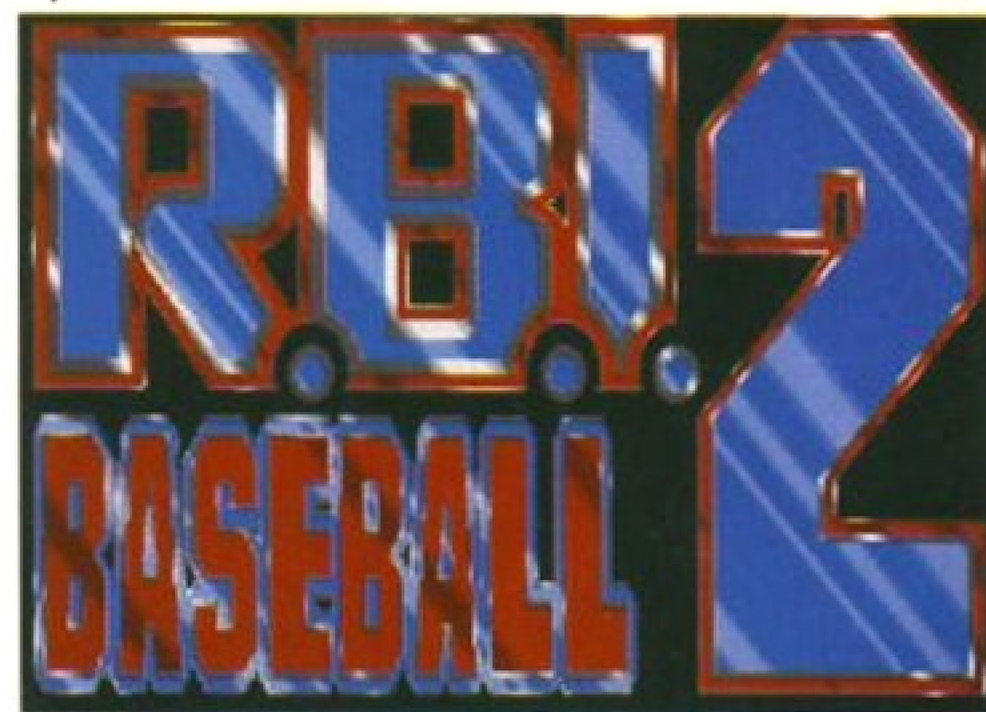












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3 Which famous cartoon character doesn't really play baseball terribly often at all, really?

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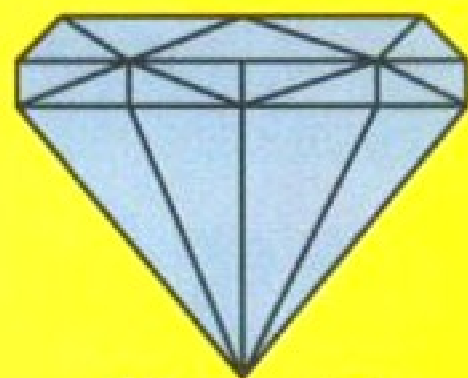
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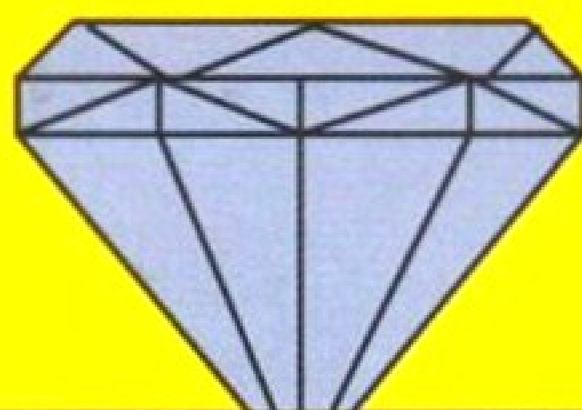
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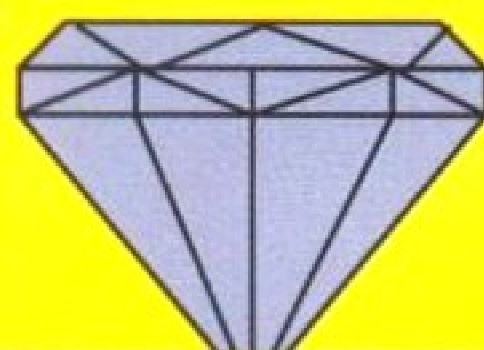
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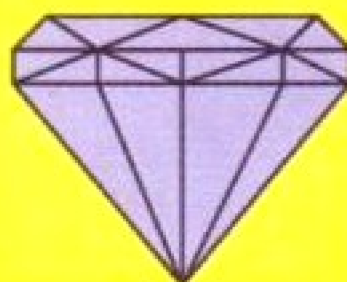
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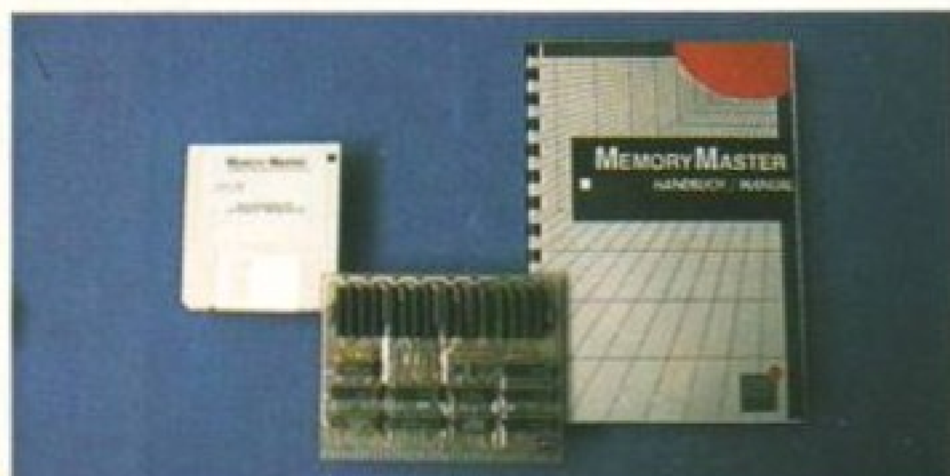
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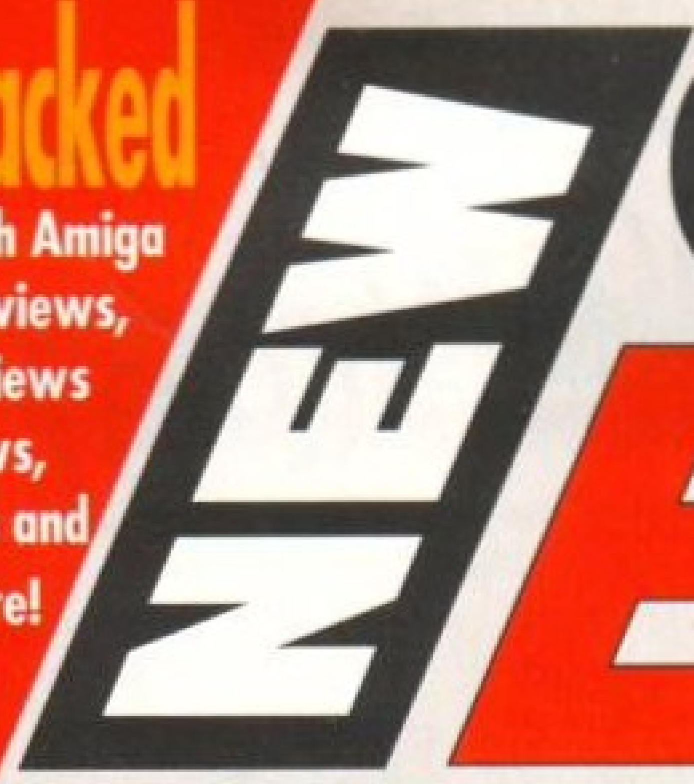
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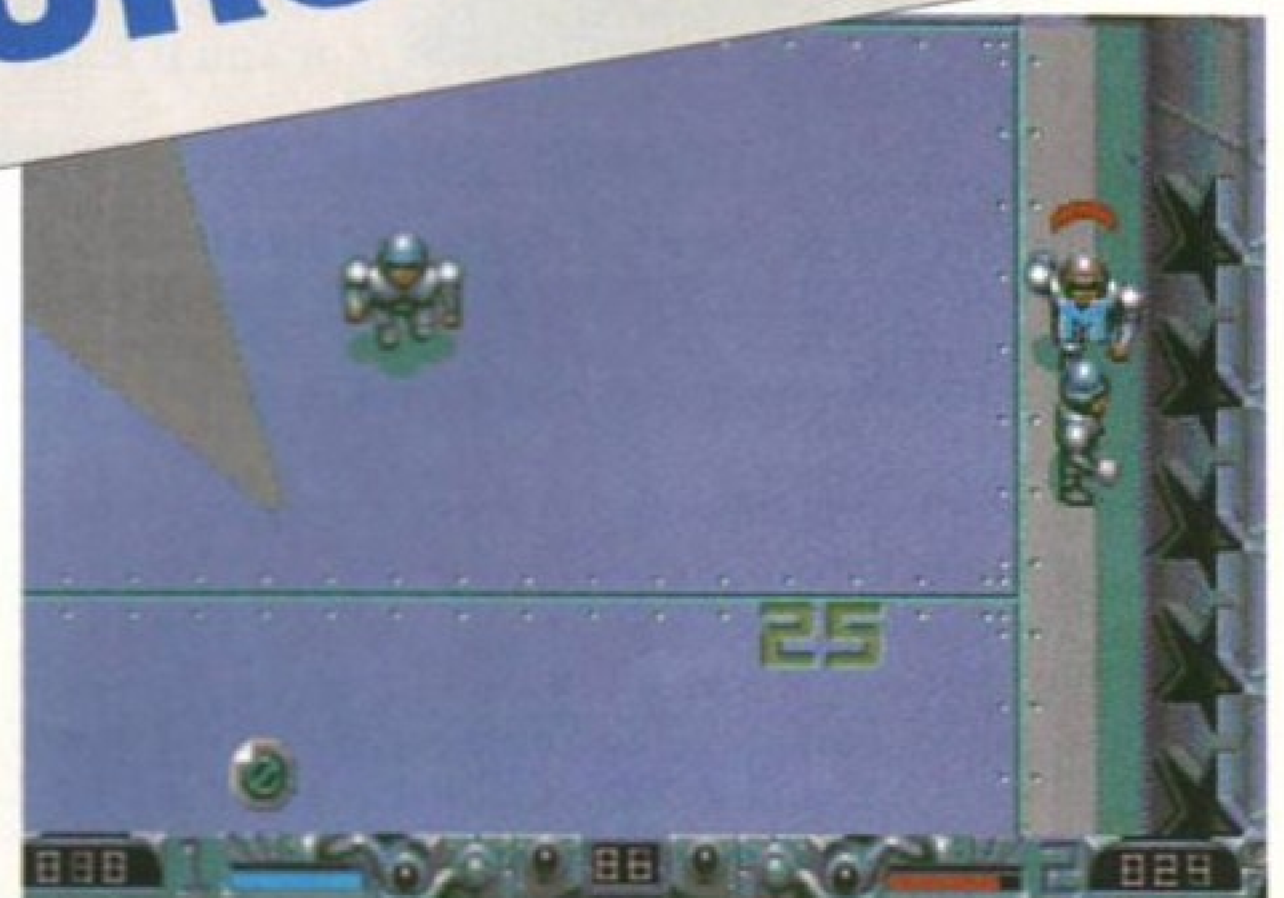
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SAMPLER
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SAMPLING SOFTWARE
Allows you to alter sounds that have been digitized by the SAMPLER. Normal functions with sampling software include loading and saving a sample to disk, altering the sample by cutting, speeding up/down, fading in/out, joining to other samples and much much more.

SEQUENCER
A sequencer allows you to take samples and play them back in an order (sequence) that you determine. For example, if you sampled a piano note, a sequencer would allow you to play that note back at different pitches and in a sequence you decide. Your one note loaded into a sequencer can become a complete piece of piano music.

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Winners Box

The wonderful *Eye of the Beholder* maps and tips are well worth this month's prize, so a mail-order voucher is on it's way to Paul Hardy for the tips and another goes out to Mike Kershaw for the maps. Well that's the big stuff sorted out. What else? Oh yes! Lee Patterson and Bryan Miller win £25 vouchers for their Helping Hand cheats! Enjoy your prizes, folks!

If you've got a cheat, hint, map (we still like them as IFF files on disk folks) or solution, then get them sent in to **GAMEBUSTERS, Amiga Format, 30 Monmouth Street, Bath BA1 2BW**. To help us sort out all the tips, write down the name of the game you are sending tips for on the back of the envelope.

Sorry, but we can't enter into personal correspondence, so make sure you DON'T send originals of disks or solutions, since we can't promise to return them.

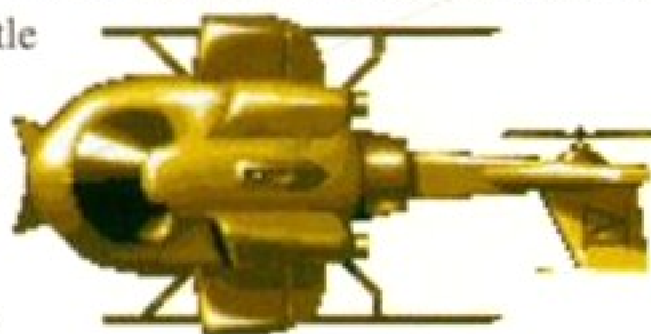
Game Busters

Well, it's getting late-on in the holidays, and you're all obviously trying to get that last mad thrash out on your favourite games before you have to pack away your joystick and start working again. The problem is, how are you supposed to finish off that tricky level before you quit? Well all you have to do is read **Maff Evans'** hot tips in this month's latest thrilling installment**...**

SWIV



This is a good shoot-em-up, is it not? Well, obviously we thought so, that's why we gave it a *Format* Gold! Still, as is the nature of shoot-em-ups, they are a little difficult once you get stuck into them! Fortunately, a whole host of you helpful readers have sent in this little cheat to help you along.



Start the game as normal and press P to pause, then type in NCC-1701. The game will be so impressed at your knowledge of *Star Trek* it will give you infinite lives! Not bad, eh?

PP HAMMER



More puzzle game mayhem! This time featuring pneumatic tools. Whatever next? These tools are dangerous things, and they should only be handled by experts. This could explain why you can't get very far in the game! Never mind, try these codes for size and romp through with ease!

LEVEL	CODE				
		23	IBIWHFJD	45	GEHRBIRF
2	WUCREBWA	24	AABVJEAC	46	CDESSHFE
3	HTSJVAUW	25	FWVJIDSB	47	VCUSUGTE
4	WRIJWVIW	26	BUHICBRB	48	CARIHEHD
5	HJBIJUWV	27	UTEJEAFA	49	DWDJGDGC
6	WIWHSTSU	28	BSUJUWTA	50	SVAJICBC
7	HGIHGRRU	29	FJRRWUGW	51	STJUCAIB
8	WFFGIJFT	30	BIDSJTFV	52	DSGUDWDB
9	HEVECITS	31	UHASTSAV	53	DRWTUVCA
10	WCSEEGHS	32	BFREGJIV	54	SJTWWUTW
11	HBEFVFGR	33	FEHFIIDT	55	SHFWRSDW
12	WABFAEBR	34	BDACCHCT	56	DGCVTRVV
13	IVRCSCIJ	35	UCUBEGUS	57	DFTBGJVJ
14	AUHDUBDI	36	BAGBVEES	58	SDJBIHJU
15	ITADHACI	37	GWDABDWR	59	SCCBCGAT
16	ASUAIWUH	38	CVTHSCVJ	60	DBWBEFST
17	IJGCCUEG	39	VTJHUAJJ	61	EWICWDRS
18	AIDCETWG	40	CSCGGWAI	62	TVFDBCFR
19	IHTUWSUF	41	IGRWFVSH	63	TUVDSBTR
20	AFFUBJEF	42	CIIECTRH		
21	IECTSIWE	43	VHFFFSFG		
22	ADSWUHVD	44	CGVFWRTG		

Martin Devlin,
Knightswood, Glasgow

GEM-X

Pondering over a puzzle game can be great fun, especially when the presentation is as lovely as this one's. However, it can be frustrating to be slung out of the game just because you can't get the knack of one screen! If this is the case then here's a treat for you: a list of the level codes to help you bash through to the end of the game.



LEVEL	CODE
B	EARTHIAN
C	KENICHI
D	INOKUMA
E	BURAI
F	BADMAN
G	NETWORK
H	YOKOHAMA
I	EXACT
J	X68000
K	TURRICAN
L	REDMOON
M	CAMPAIGN
N	MAGAMANN
O	SYVALION
P	FMTOWNS
Q	CHIERIE
R	GAMERION
S	ZAWAS

Murray Clarke,
Solihul, West Midlands

SHADOW DANCER

A lot of people enjoyed this martial-arts thrash, but I have to say I found it pretty frustrating. What? You did too? Well why not try this cheat for size?

During the game, press pause and type in GIVE ME INFINITIES. You will now be blessed with infinite credits and magic. That should make all those baddies easier to kill off!

Malcolm Davies,
Evesham, Worcestershire

Eye of the Beholder

Not since *Dungeon Master* has there been a game that has stirred the adventure-game scene so much. In fact it has been winning fans all over the place due to its superb presentation, rich atmosphere and sheer depth. However, this adventuring lark can be difficult for novice game players, so here are some hints and maps to get you going.

A – This is where you will find a dwarf who is willing to join your party.

B – There are a lot of inscriptions written on the walls for you to read.

C – This room where you will find some clothes and a medallion to use later on.

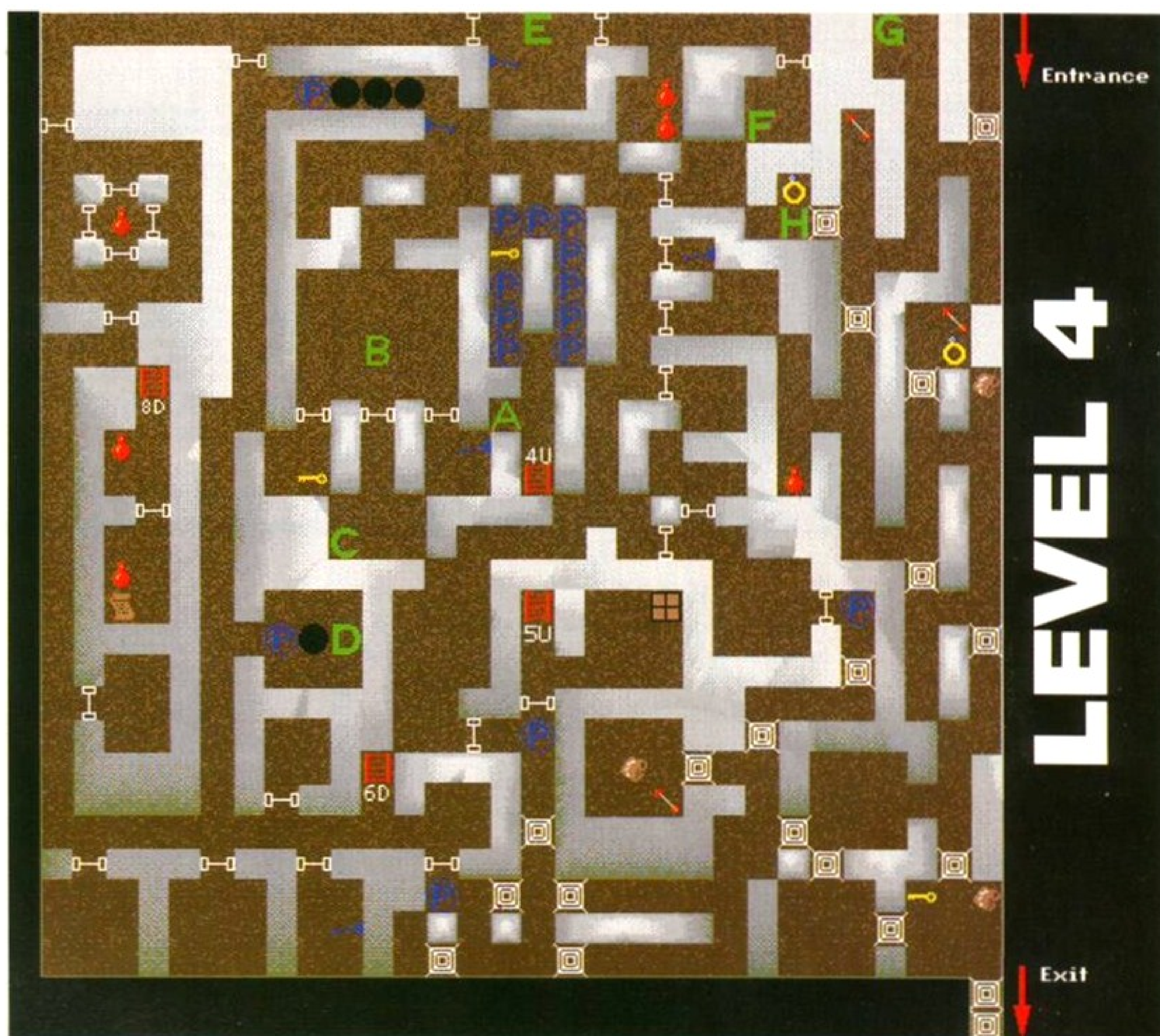
D – When you search this room, you will come across a Dwarven Shield.

E – A sealed-off entrance with a note warning of the evil beyond. You should use the Stone Medallion here.

F – This room is labelled as the 'Oracle of Knowledge'. It is where you can find out about all your magical items.

G – The Stone Sceptre can be located in this room. It is the item that works the fireplace teleport systems.

H – This ring improves your armour class by three points.



THE MAPS

Maps to the first few levels are included in the package, so you only need additional maps from Level Four. Here are guides to three of the sewer levels to get you started. If you still have trouble, we'll try and bring you more as we get them, so keep watching this space!

CREATING YOUR PARTY

There are only four basic character classes for you to choose from and these are: Warriors, Clerics, Mages and Thieves. In order to complete your quest successfully, you will need at least one of each character type to join you in your party.

Warriors (Fighters, Rangers and Paladins) are highly skilled with weapons and will be extremely useful at the front of your party, where they will be able to handle most of the melee fighting.

Thieves are only average fighters, but they come into their own in certain locations, since they are the only character class with the ability to pick locks.

Mages and Clerics should stay at the back of the party, so that they can cast spells without fear of being wounded in battle. Mage spells are mostly offensive, with Clerics casting spells of mainly a defensive nature. Clerics are particularly useful, since they are the only class (except for Paladins) with the ability to 'turn' undead monsters.

Demi-Humans are initially more powerful than their human counterparts, since they can become multi-class characters.

When selecting characters beware of the Class Restrictions, because a Dwarven Cleric,

KEY

LADDER	KENKU EGG
DOOR	ROCK
HOLE	SCROLL
PRESSURE PAD	FALSE WALL
SPIDER WEB	FOOD
LEVER	RING
POTION	ARROW
KEY	

can only proceed to Level 10. Once the maximum level for a character has been reached, they may not increase any further in rank. For example, a Halfling Fighter isn't as good as a Dwarven Fighter, since the Halfling can only proceed to Level Nine. Bear these restrictions in mind when sorting out your team's attributes.

Half-Elves seem to be a good choice, because they are semi-resistant to certain spells and poisons. They also have the greatest number of available classes and have no level-restrictions. However, DON'T select Elves as Player Characters! They do have certain advantages over other classes, but they can't be raised from the dead by any means!

MEMORISING AND CASTING SPELLS

As you can see in the manual, Clerics and Mages cast rather different types of spells. You have to know what spells are initially useful and how to proceed with the various kinds of magic.

First level Mages will find DETECT MAGIC and MAGIC MISSILE spells useful to begin with. DETECT MAGIC reveals any magical items the team may be carrying, while MAGIC MISSILE is (as you may have gathered) a low-level offensive spell. As a Mage increases in level, he will gain much more effective attacking spells such as MELF'S ACID ARROW, LIGHTNING BOLT and CLOUDKILL.

Clerics should select CURE LIGHT WOUNDS and BLESS spells to benefit the party in combat. Clerics' ranks increase so they will gain more powerful spells like CREATE FOOD AND WATER, NEUTRALISE POISON, FLAME STRIKE and RAISE DEAD.

Both types of magic users need to memorise or pray for spells in order to commit them to memory. Once you have selected the spells you want to memorise, rest your group for a while and the spells will be remembered ready for casting. If there are any creatures nearby, you won't be able to rest, so move away from any nasties so that you can't even hear them.

Spells may be found on scrolls which are throughout the sewer systems and may be for either Clerics or Mages. Spells for Mages can be used directly from the scroll or transferred to their spell book using the SCRIBE command from the CAMP menu. Whichever you select, the scroll will vanish from the Mage's hands when used. Note that you can only Scribe spells into the book that the Mage doesn't yet have!

Clerics, unlike Mages, don't have spell books. Therefore Clerics can only use spells directly from the scrolls, so they can only be used once.

FEEDING TIME

You must always make sure that your characters are well fed! You will notice that there are both small and large food packages, offering according amounts of nourishment. There are also some potions which, once drunk, can drive away hunger. The best way to nourish your party is to get a Mage to cast a CREATE FOOD AND WATER spell when they can. This will restore all the team members' Food bars to maximum.

LET BATTLE COMMENCE

Most of the other characters you will come across will be hostile, so it's vital to adopt a good combat technique. Position any Fighter-type characters you employ in positions one and two and any Clerics or Mages in positions three and four. This way your Fighters will be able to battle on the front line while being backed up by spells cast from the back of the formation.

Continued overleaf

A – Operating this lever will reset all the holes found in the room below.

B – A magic ring is to be found here with an unspecified use. Experiment to try and find a useful place to use it.

C – There are a few useful items to be found here including a Scroll containing the Spell of Invisibility, a 10-foot rod and also the Plate Mail armour.

D – This is where you will find the Scale Mail armour and a key.

E – You will come across a dwarf at this point, he will give you a mission and will tell you how to use the portals.

F – This is the Cleric Dwarf. He comes in extremely useful, since he can heal your party and raise the dead.

G – In order to operate this portal, you need to use the necklace found at point H.

H – This is the Stone necklace which is to be used with portals and it is what you need to use at point G.

J – Here is where you will find an extremely useful spell to add to your magic – the Wand of Cone of Ice.



A – The Bracers can be found here. You can use this piece of armour to deflect shots fired at you by enemies.

B – Here is a hostile Mage who will attack your party. Also to be found here is the 'Cone of Cold' Wand and some potions.

C – In order to operate this portal you will need to use the Stone Ring, which you can find at point F.

D – Should you look around at this point, you will find an extra piece of weaponry in the form of an Adamantite Dart.

E – A useful magical weapon – the 'Magic Missile' Wand – can be found here.

F – The Stone Ring that you need to operate the portal at point C is here.



KEY

	LADDER		KENKU EGG
	DOOR		ROCK
	HOLE		SCROLL
	PRESSURE PAD		FALSE WALL
	SPIDER WEB		FOOD
	LEVER		RING
	POTION		ARROW
	KEY		

Unlike *Dungeon Master*, this adventure game doesn't allow you to injure monsters by closing doors on them. Instead you have to hold your ground and fight it out with an enemy. Alternatively you can swipe at your opponent, step back and swipe again and so on until he is slain.

Don't be afraid to execute a 'tactical retreat' – all right, run away if that's what you want to call it! It is sometimes easier to close yourself off in a room to cast healing spells than it is to try and heal a player while fighting.

Undead creatures are usually pretty easy to overcome, providing you have a Cleric handy! Use the Cleric to turn the creature, then follow it as it runs away, striking it in the back with your weapons and spells until it drops.

Giant Spiders and Mantis Warriors are another kettle of fish completely. These creatures are VERY dangerous! Spiders are poisonous, and poison is fatal unless you cast a NEUTRALISE POISON spell or find a Potion of CURE POISON. SLOW POISON spells will postpone a character's death, but the next time you rest your party, the poisoned character will die in their sleep.

Mantis Warriors will paralyse a character if they manage a successful strike. Paralysed characters can't attack or cast spells and will be useless during combat unless a Cleric casts a REMOVE PARALYSIS spell on them.

With both these creatures, your best method of combat is to cast offensive spells from a distance. If you have to take part in close combat with them, use the swipe and retreat method as detailed previously. Make sure that you don't back into a dead-end though, because this is likely to be certain death!

ADVENTURING

It's a good idea to make sure that you select characters from different races for your party, since you will find massages (Shouldn't that be messages? – Ed) on some sections of walls in the sewers. Some of these will be in Common (so anyone can read it), but others may be in Dwarfish, Elvish or another language. Unless you have someone who can understand the language, you will be unable to decipher the writing, which is often important when solving puzzles.

When you find some writing and a character utters, "What a strange marking to place here," insert a dagger in to the crack in the wall and this will open a secret door.

You will find two skeletons on the earlier levels, both of which you must take. Later in the game you will be able to resurrect the dead adventurers, which will then join your party as non-player characters. As they say – six heads are better than four... don't they?

Agree to help the Dwarves on level four and allow Dohrun the Dwarven Fighter to join your party. You may now visit the Dwarven Cleric, who will heal wounded party members and resurrect any that have been slain.

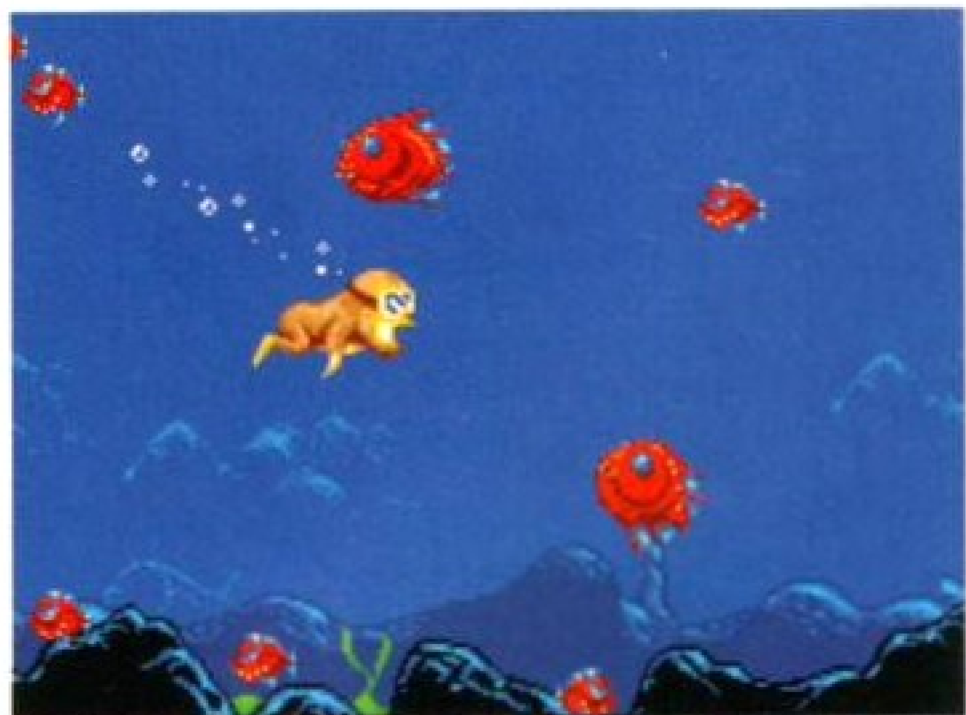
Whenever you find new items, use a DETECT MAGIC spell to see if they have any magical properties. This won't actually reveal what they do (you can only find that out by experimenting), but it will give you some indication of what magical items you possess.

Never fight the Rust Monsters hand-to-hand. Instead use missile weapons and long-range attacking spells such as MAGIC MISSILE and MELF'S ACID ARROW. Rust Monsters don't injure characters when they strike, instead they dissolve a metallic object the character is carrying – usually armour or weaponry!

Tips from: Paul A Hardy, Wales, Sheffield
Maps from: Mike Kershaw, Weeks, Winchester

Helping Hand

Once more **Maff Evans** tries to help out all those struggling games players. If there is a problem that he can't answer, maybe you can help? You could win yourself £25!



Too much monkey business

I have just bought the game *Toki*, but I'm having a bit of a problem: basically I cannot get past the first section. Can you tell me the cheat code?

Joshua Entwhistle, Manchester

Well today's your lucky day! Here's a solution courtesy of Bryan Miller in Elantyre, Glasgow. All you have to do is start the game and type in KILLER. You will then be blessed with infinite credits and the ability to select levels by pressing F1 to F8. What more could you possible ask for?

In space, no-one can hear you whinge

I was wondering whether your magazine has ever done a full solution to the game *Space Ace* by Readysoft. If you have, could you tell me how I could get hold of a copy?

Lewis Mackenzie, Alness, Rosshire

Well we did print a full solution way back in issue 10, but this is unfortunately no longer available. However, all is not lost because it was reprinted in the Screenplay *book.*

Looks like a job for weedol!

This may be a totally stupid question to ask you, but how the hell do you get the last two stones on Level 10 of *Archipelagos*?

Simon Harrison, Salford Priors, Worcestershire

A stupid question? In Amiga Format*? Perish the thought! In order to get all of the stones, you have to follow one fundamental rule. You have to be able to reach the stones by a CLEAR land-path. That is by straight, not diagonally, connecting squares with green land (not sand) on them. Once you've set up your land-path, you can then destroy the last two stones and go on to take out the Obelisk.*

Helping hand and the last cheat mode

Please could you print a cheat for *Indiana Jones and the Last Crusade*, because I am totally stuck!

Paul Reeves, Polegate, East Sussex

A lot of people have been asking about this, and I'm glad to say that I do have some maps and a solution, so a full set of hints will be printed soon. How soon? Well how does next issue sound? Ah, I thought that would make you happy!

Cruise for a cheat

In Issue 23, you asked for a cheat on *Days of Thunder*. I have just discovered this weird cheat. First, enter the qualifying race as normal and press P to pause the game. Now type COMEFLYWITHME. The screen should flash to confirm the code, and when you unpause the game you can pull back on the joystick to soar into the air. Use the fire-button to move forward and the function keys to get a view of yourself flying through the sky.

Lee Patterson, Burscough, Lancashire

Well done, Lee. Thanks for your help! A £25 Helping Hand voucher will be on its way to you soon!

Divine Inspiration

A lot of people have been writing in wondering about the pass codes in Renegade's *Gods*. Unfortunately, the manual doesn't explain how to find them very well!

The game is divided into Levels and Worlds, with three Worlds per Level. To get a password, which will allow you to begin at the start of a Level, you must have completed at least the first World of a Level AND reached the shop which immediately follows. When you eventually die the password will be displayed on the high-score table. If the second disk is write-enabled the password will have been saved to the score table on the disk. Just inputting the password, though, won't take you to the shop, it will only take you to the beginning of the Level reached. Due to the strange font, U and V tend to look similar – so don't get confused!

Another thing to note is that the codes only apply to the copy of the game they were found on! Any attempt to use them on someone else's copy of the game won't work at all, so don't bother sending them in! All those people that have already sent me codes, sorry but their just no use to me!

Well that's it for another month, I'm afraid. Sorry if your letter wasn't answered, don't worry though, because the solution may come up in a future issue. Before I finish, a note to all those people asking for photocopies of maps and solutions. I'm sorry, but we just don't have the time to reply to letters personally, so I can't send any letters out, even if they come with a stamped-addressed envelope. All I can do is print tips in Gamebusters and Helping Hand or tell you where you can get help.



If you're stuck on a particular game or have a solution to another reader's problem then write it down and send it in to us at HELPING HAND, AMIGA FORMAT, 30 MONMOUTH STREET, BATH BA1 2BW.

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There is no easy way to learn games programming, but you can cut a lot of the hassle if you start off with a language specially designed to do some of the nastier jobs for you. **Jason Holborn** shows you the AMOS short-cut to success.



So you want to be a games programmer?

SO YOU WANT to be a games programmer eh? I'm not surprised. After all, who could resist the lure of the lifestyle that these seemingly super-human coders seem to enjoy. Fast cars, mountains of cash and, to top it all, you get to wear those silly shades that are standard equipment for every games programmer.

So what is a budding games programmer to do? You've got two choices. Either you can swot up on assembler language for about five years, analyzing every piece of code that comes your way, or alternatively there's Mandarin's AMOS. Badged as 'the Number One games creation tool', AMOS certainly looks like the answer to every coder's dreams. Like all things in life, however, the reality is somewhat less attractive.

Many people fall into the trap of thinking that AMOS will write your games for you. Unfortunately, this just isn't true. Just like an assembler or any other programming language, AMOS is nothing more than a tool that is only as effective as the coder that uses it. If you've got little idea of how a game ticks, then there's simply no way that you'll produce even a half-decent game in your first few weeks of AMOS programming. *Noughts and Crosses* maybe, but *Rainbow Islands 2*? Forget it.

What AMOS does deliver are the tools to make the process of games programming that bit easier. Previously, about 80% of the time a programmer spent coding a game was wasted writing routines that might do little more than redraw the screen display and sprites or play music and sound effects on cue. AMOS takes away these boring tasks, allowing you to concentrate almost exclusively on the mechanics of the game itself.

To make things even simpler, AMOS includes a number of extra utilities that cover the many aspects of games coding. For starters, there's a powerful sprite editor that takes away much of the hassle involved in producing the objects that you'll want to have moving around the screen – the player's ship and attacking aliens, for example. There's also a Map Editor, which lets you create huge multi-screen levels that eat up a minimal amount of RAM - something that is important if your game is to run on a basic 512K Amiga.

Just about the only utility that AMOS doesn't offer is a music editor, but even this is covered with AMOS's powerful music conversion program. You can produce your music in any one of a number of commonly-available music packages and then have AMOS play the tune under interrupt while your game is left to run at full speed.

AMOS is most certainly an impressive piece of software, but it has only one limitation – you, the user. If you're prepared to put in a lot of hard work learning to use it, then go for it. If you expect the Amiga to do all the hard work for you, then steer clear. AF

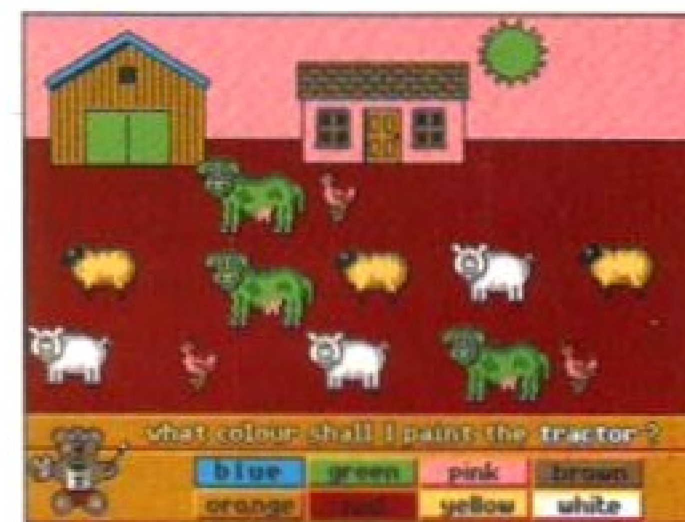


THE STORY OF AMOS starts in September 1988 with the launch of a game-creation system called STOS for the Atari ST. Created by French software developer Jawx and published by Mandarin, it gave an unparalled level of control over the ST hardware and sold like hot tuna.

Jawx had no plans to produce an Amiga version, but the success of STOS convinced Mandarin it would be a good idea. Chris Payne, the man in charge of the project, soon realised that the Amiga version could go an awful lot further if it used the Amiga to the full...

...so programmer Francois Lionet, one of the Jawx team, was set to tinkering and became a convert to the Amiga almost overnight. Since that day, Francois has concentrated his efforts on putting all the power of the Amiga hardware under AMOS's control.

AMOS was announced in 1989 and caused a stir among Amiga owners keen for an east way to program, but as project co-ordinator Richard Vanner tweaked the quality the release was delayed. Only in July 1990 did AMOS finally go on sale, eight months after the first news of it was released.



AMOS proved its worth with four great little demo games (free with the system) and Mandarin intended to produce full-price games with AMOS. As far as we know none has ever appeared, though the top-selling educational package Fun School 3 from sister label Database, was partly programmed in AMOS.



Anything you make with AMOS can be set up as a stand-alone program and distributed wherever you like. A flood of AMOS-built programs quickly appeared in the PD and there's now even a special AMOS PD library with hundreds of disks on offer. Contact AMOS PD on 0942 495261. For some reason, there's heaps of educational stuff. AMOS seems to have tapped a rich seam of parents with good ideas who want to do it for themselves.



The latest update of AMOS has just arrived, along with a Compiler to speed up your programs and, most exciting of all, AMOS 3D. Programmed by Voodoo Software, the guys behind the game *Xiphos*, the 3D system will let you create spectacular filled-vector games and demos. Now read on!

If you've got AMOS, you need to know about this. It promises to speed up your creations and make them into proper stand-alone programs at last. **Jason Holborn** clicks the Compile button and sits back to se what happens…



Pretty isn't it! This is the main Compiler screen. Click on the 'Compile' gadget and everything is done for you automatically.

The AMOS Compiler

Program compiler for AMOS ■ £29.99 ■ Mandarin

BAD CRAZINESS IS the best description of the way AMOS forces you to go about making a stand-alone program that you can pass to your friends. You have to include the RAMOS run-time module, which takes up masses of space, has to be obtained separately from AMOS PD if you're not a registered user and never quite seems to work properly anyway.

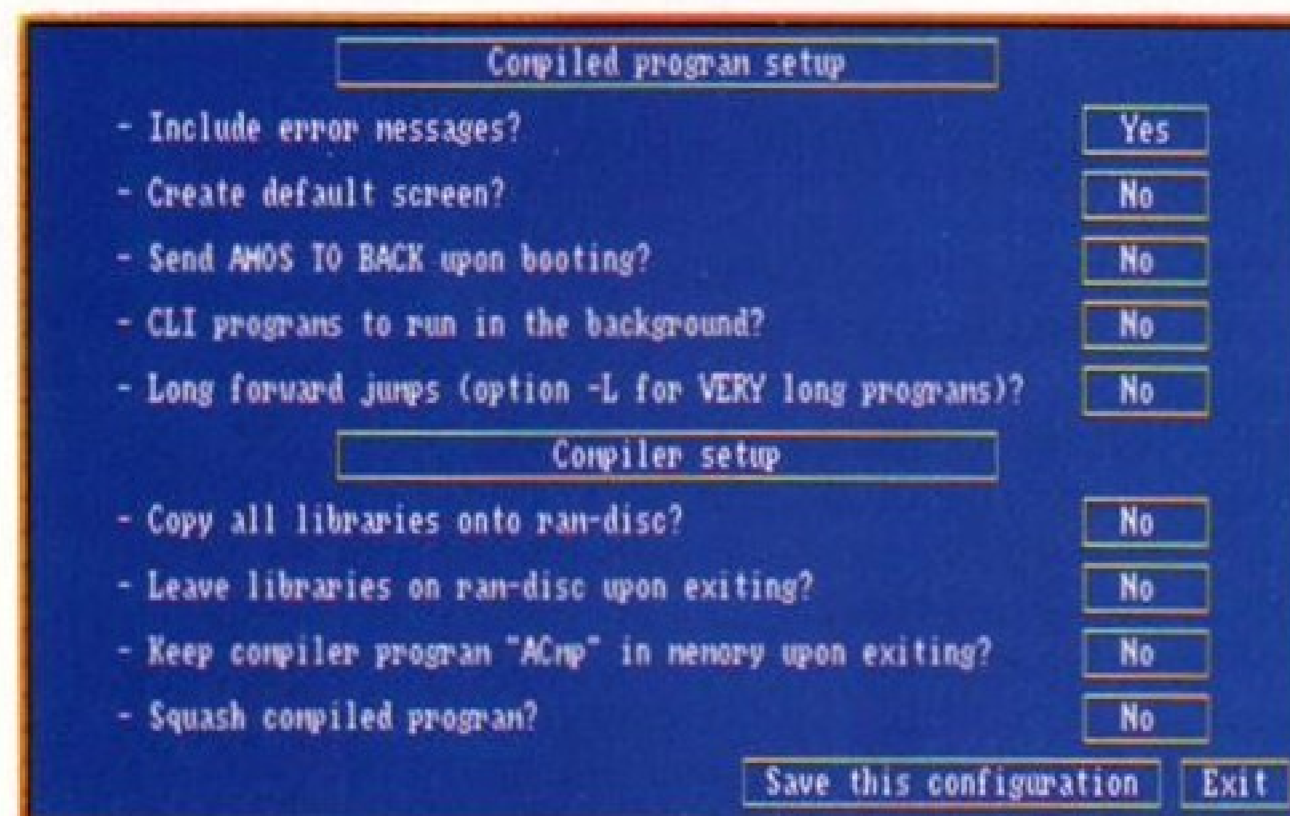
You may think that RAMOS does the job perfectly well as it is, but the advantages of a compiler have to been seen to be believed. If you're using AMOS to write software that you wish to share with your friends, give to any one of the AMOS-related PD libraries or even send into *Amiga Format* for publication on our Coverdisk, then a compiler is an absolute must. And now, at last, there is one!

Because the program no longer needs either the AMOS Interpreter or RAMOS to run, you can distribute your programming wares much more easily. Indeed, once it is compiled, it's perfectly likely that no-one would ever know that your programming masterpiece was even written in AMOS!

Probably the most striking feature of the *AMOS Compiler* is the extra speed that it gives your programs. Because the compiler converts your AMOS programs to high-speed machine code, programs are turbo-charged beyond recognition. In fact, it's all to easy to end up with a compiled program that actually runs too fast! In general, though, you can expect your programs to run at least two to five times their original speed.

There is a belief that compilers are terribly complicated beasts, but this most certainly isn't the case with the *AMOS Compiler*. Whether you're running it from the CLI or from within its beautifully-designed front end, you'll find *The Compiler* child's play to use. With its big, bright presentation and logical design, you'd have to have the intellectual capacity of a cornflake to go wrong.

Operating *The Compiler* is a pretty simple task. Once it's loaded into memory, all you need do is to tell *The Compiler* whether to compile direct to disk or to RAM, select 'Compile', give it the filenames of the source and destination files and you're away. Then in a matter of seconds your AMOS program is compiled into super-fast machine code. Once compiled, the resulting files still have a habit of being rather large in size. To combat this, *The Compiler* has built into it some very fast and very effective compression algorithmns that crunch the program down in size. The crunched programs automatically decompress on loading, although this has the inevitable side-effect of slowing things down somewhat.



Customise your compiler to suit your own needs.

The AMOS Compiler
£29.99 Mandarin
0625 859333

It's been a long time coming, but I can safely say that the wait has most certainly been worth it. Mandarin have managed to produce a compiler system that is not only powerful, but is also easy to use. If you've sussed out how to use AMOS, then there's no question of whether or not you could get to grips with the *AMOS Compiler*. Just a couple of mouse-clicks are all that is needed to set the compilation process in motion.

Should you buy it? Well, put it this way – if you're an AMOS owner, then you'd be a fool not to. The advantages of having your AMOS productions in a compiled form most certainly outweight the cost.

And even for those people who don't have AMOS, the release of *The Compiler* has suddenly made AMOS a much more attractive proposition, because it finally lets you create applications and games that actually look as if they were written for the Amiga. Who knows, perhaps now we'll finally start seeing AMOS-produced games appearing in the Screen Play section of the magazine!

WHAT'S NEW IN AMOS 1.3

Supplied with the *AMOS Compiler* is a special Updater disk that upgrades your AMOS master disk to the latest release, Version 1.3. The Updater operates on working copies of your AMOS disks and converts them to the new version automatically. Written by Gary Symons, the upgrade includes several new and improved features that push AMOS still further. Here's a rundown of what's on offer.

IMPROVED MULTI-TASKING SUPPORT – AMOS is now multi-tasking friendly, allowing you to run other programs simultaneously. This is supported by three new AMOS commands.

LOAD AMOS FROM A DIRECTORY – Hard disk owners will be pleased to know that AMOS can now be installed anywhere on a hard disk.

INTERLACE SUPPORT – Now you can open both high-resolution and low-resolution interlaced screens with SCREEN OPEN's new HIRES option.

REQUEST – A new REQUEST command generates a requester which can be handy for getting quick yes/no answers from your program's user.

FASTER GRAPHIC COMMANDS – Gary Symons' new turbo-charged routines speed up both Bob and Screen copy operations considerably, making your games run much faster.

AMOS Compiler

SPEED ●●●●●
If you thought Amiga compilers were slow, then you're in for a pleasant surprise.

DOCUMENTATION ●●●●
You don't really need the manual, but it contains everything you need to know.

ACCESSIBILITY ●●●●●
Load it up, click on compile and that's it. Compiling programs has never been so easy.

FEATURES ●●●
Perhaps not as comprehensive as the techies would like, but it does the job well enough.

VALUE ●●●●●
At £30, the AMOS Compiler is dirt cheap. What else could you buy for that kind of money?

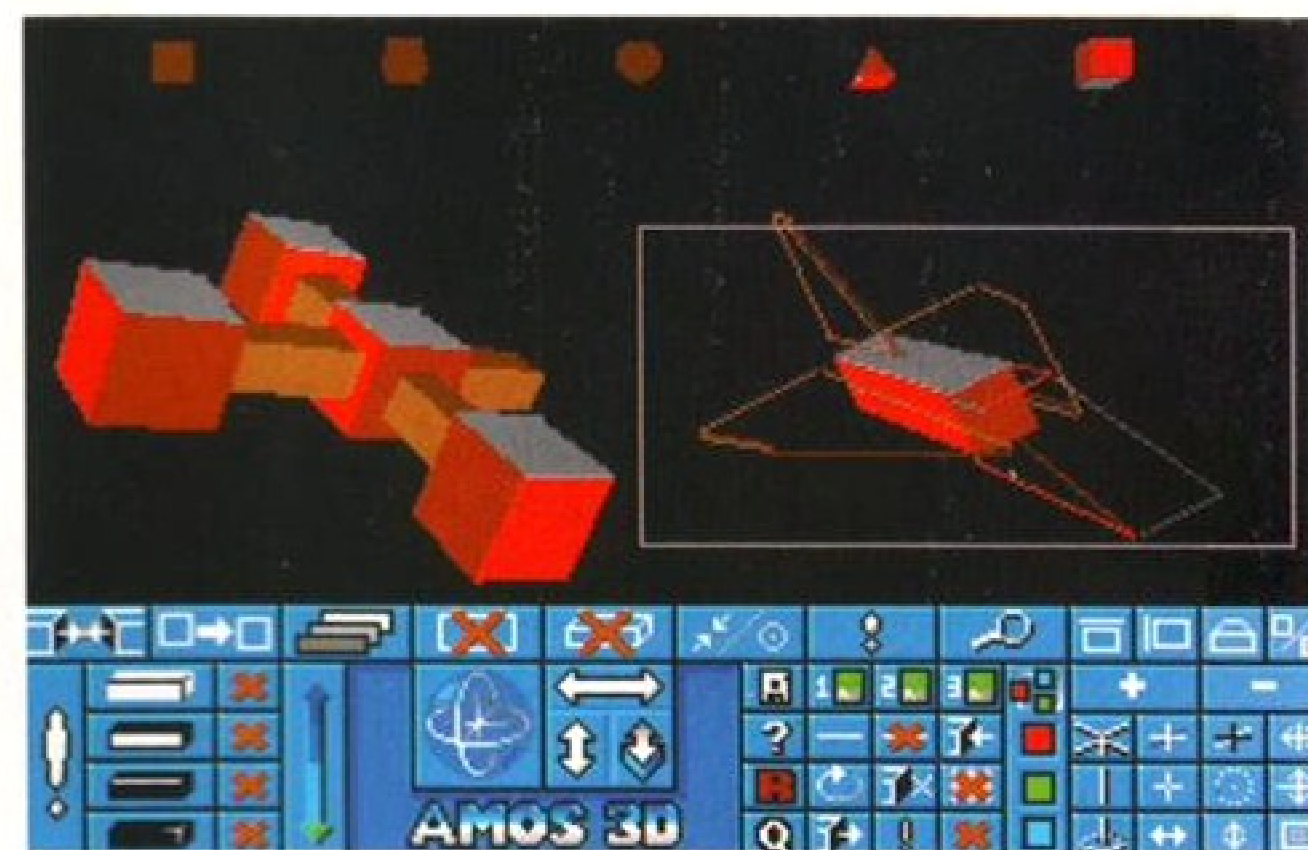
AMIGA FORMAT Verdict **85%**

When AMOS was released, the most ambitious aim was the addition of a 3D games programming system for it. Now, finally, the ambition has been realised. If you've ever wanted to create your own 3D worlds, this is your big chance. **Jason Holborn** shows you the way.

AMOS 3D

3D programmming system ■ £34.99 ■ Mandarin


At any time you can view your object in zoom mode.


Two objects can be edited simultaneously.

IMAGINE BEING ABLE to create a 3D universe within your computer. It could be anything you like, from little more than a 3D aircraft skimming through space under your control, to a whole new world of virtual reality. Imagine too if you could create this universe yourself in just a couple of hours, with no crash courses in assembler language and advanced 3D mathematics required. With a copy of *AMOS 3D* and some good ideas, this dream can become reality.

Mandarin have delivered the tools to dream with the arrival of *AMOS 3D*, possibly the most exciting programming utility ever to hit the Amiga. Written by leading game developers Voodoo Software, authors of the 3D extravaganza *Xiphos*, *AMOS 3D* is an extension to the existing AMOS programming system that will allow you to create just about anything that requires complex three-dimensional graphics. Whether you're hoping to create *StarGlider 3* or explore the exiting new world of virtual reality, AMOS 3D gives you the power.

AMOS 3D consists of two totally separate modules. The first is an extension to AMOS that adds no fewer than thirty new commands to the already impressive command set of the programming language. These new commands allow you to pull together your 3D universe, move around it and even animate the objects within it. The second module is a powerful 3D object modelling program that makes the process of creating 3D objects simplicity itself.

The heart of AMOS 3D is *OM*, a sophisticated solid Object Modelling program that is used to create all the objects that you wish to use within your programs. Without this all-important utility the AMOS extension is virtually useless, so you can expect to spend an awful lot of time sitting in front of *OM*.

Using *OM* is a little daunting at first, but despite its complexity you quickly come to understand its way of working and creating objects becomes an absolute joy. Until then, though, it's well worth taking time out to at least read through the tutorial in the manual. That should be all you need.

Objects are created within *OM* by building them up using five basic shapes or 'primitives'. These Lego-like building blocks can be modified in any number of ways to create the object you require.

Obviously in their basic form the primitives may not quite be what you're after, so you'll be pleased to learn that they can be modified in an almost infinite degree to suit your own particular needs. You're still restricted to the basic dimensions of the object (you can't warp a flat surface, for example), but you can pull out points, expand and shrink faces, scale and rotate the object to your heart's content.

AMOS 3D
£34.99
Mandarin Software
0625 859333

Some quite complex objects can be created by combining primitives to form larger objects. In theory, this should allow you to create objects of infinite complexity, but the reality is somewhat different. For starters, a restriction has been placed on the number of primitives (or 'blocks' as *OM* calls them) that a single object can contain. I managed to create a fairly hefty object from a maximum of eight blocks, which hardly leaves much room for creating very complex objects.

To avoid problems, it's well worth planning out your 3D objects before you try to create them within the object modeller. You may end up being able to cut out a few blocks by modifying existing ones. Not only will this give you greater room for manouevre, but also your programs will run faster.

3D BY COMMAND

The workhorse of *AMOS 3D* is a language extension that contains no fewer than thirty new commands designed specifically for the manipulation of 3D objects. Here's a rundown of some of the more obvious commands on offer (note that all start with the prefix 'Td').

Td DIR – Sets the directory that AMOS must use to read in 3D objects created within OM.

Td REDRAW – Redraws all visible 3D objects and any background.

Td LOAD – Loads a 3D object into memory.

Td OBJECT – Invokes a loaded object and displays it at a given position in 3D space.

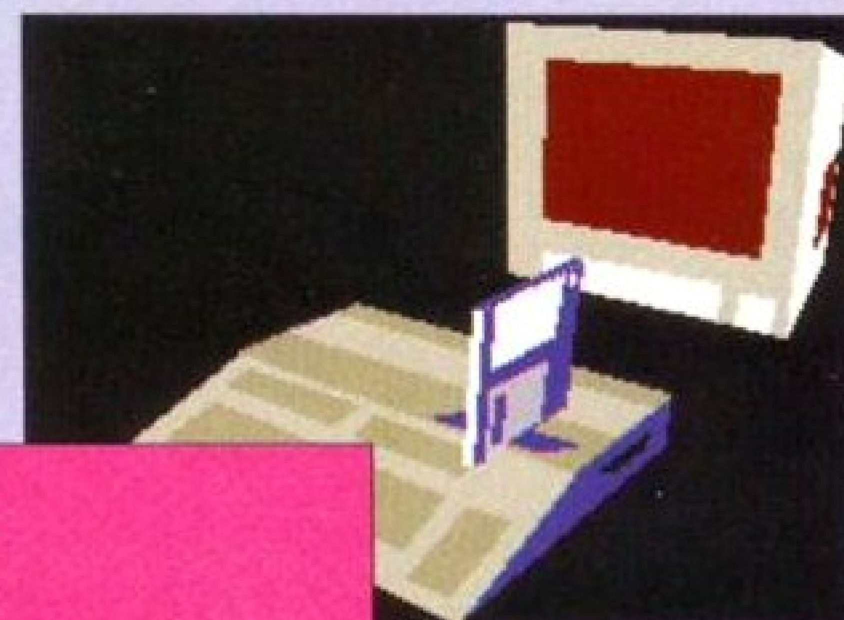
Td MOVE – Moves a 3D object by either an absolute or relative value.

Td FORWARD – Simply by specifying which direction the object is pointing, Td FORWARD pushes the object in that direction at a given rate.

Td SET ZONE – This command defines an invisible 'zone' around the object which is used for collision detection between 3D objects.

Td COLLIDE – Checks for a collision between two specified objects.

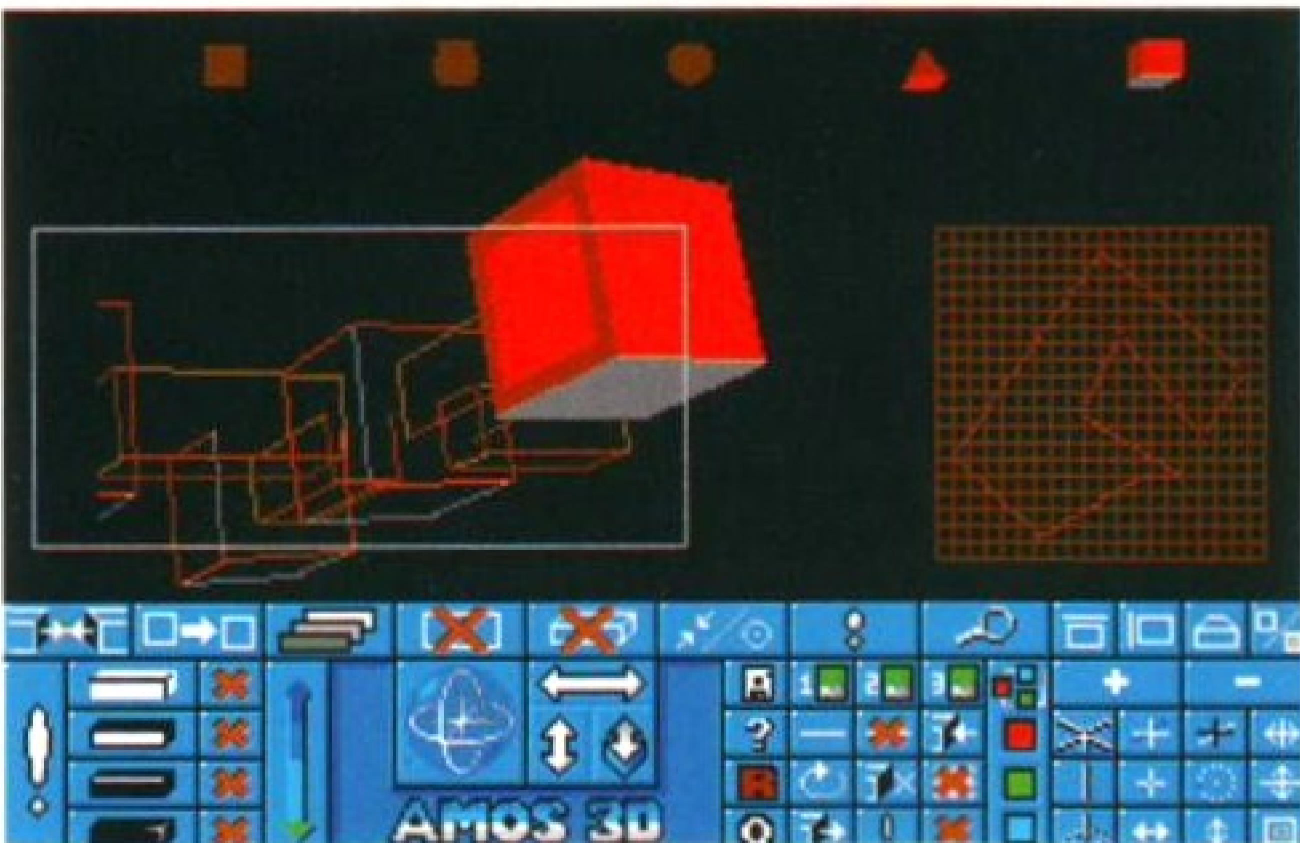
Td ANIM – Animate your objects by pulling out a point by a given amount.



The demo of *AMOS 3D* shows off the kind of things it can do. The disk and the Amiga on the right, for instance, are good examples of using surface detail.



Although all the blocks have been merged, you can still edit individual blocks.



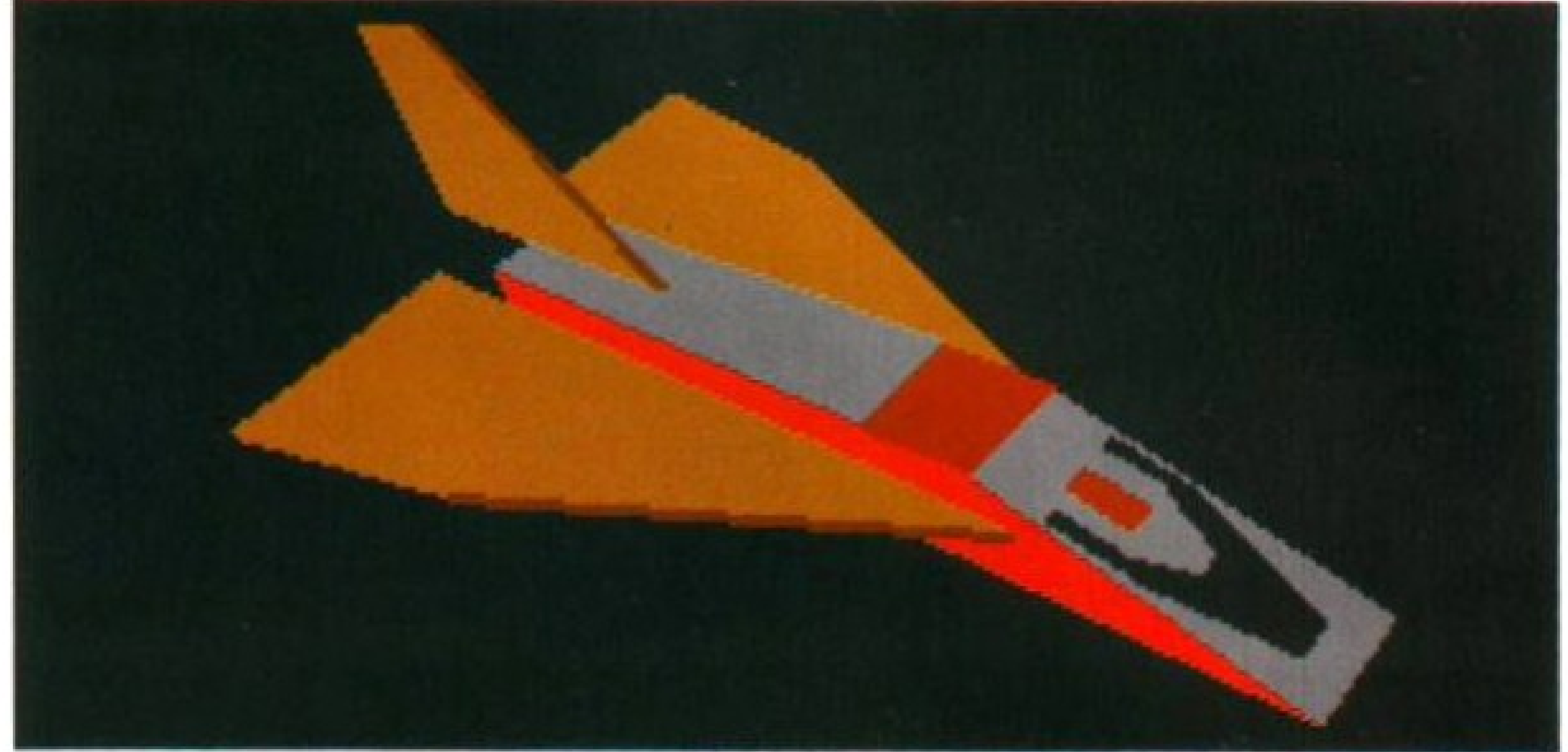
The surface detail editor in action. Note the grid on the right-hand side.

CREATING A SIMPLE OBJECT

Despite the fact that all objects must be created from five fairly simple graphic primitives, a little bit of experience and a lot of experimentation is all you need to start crafting some quite complex 3D objects. Some of the more complex shapes may need to be created by combining multiple objects, but on the whole the primitives will suffice.

The jet aircraft below is a prime example of a fairly complex 3D object that could be created within a matter of minutes. It consists of just two basic shapes, both of which were crafted from the cube primitive. The wings were created by stretching out a cube and then flattening it to form the basic shape. Then, simply by selecting the left most face, the wing was shaped by pulling the edge of the face to the right. Once this was done, the finished wing was then stored in one of the temporary 'shelves'.

The fuselage was the simplest object to create. The nose cone was created by flattening a cube on one side to produce a sort of wedged shape. This was then attatched to a stretched cube. Once all this was done, it was only a matter of attaching the wings to the fusilage to produce the final jet. Clever eh!



Another powerful feature of *AMOS 3D* is its unique Surface Detail facility. Using up to four colours you can etch a pattern onto any face of any object. If you use colour zero, you can even create transparent 'holes' within a face, allowing you to actually look into and even through a 3D object.

Clever use of surface detailing can create the illusion of a far more complex object than you have really created. And because surface detailing makes extensive use of the Amiga's Blitter, you can achieve much greater speed with decorated objects than you could by attempting to achieve similar results using lots of blocks. Indeed, if surface detailing is used effectively, the resulting object can look as if it is built up of many smaller primitives. As always, experimentation is the key.

The AMOS Interpreter is the basic AMOS programming language and is required to use both *AMOS 3D* and *The Compiler*.
£49.95
Mandarin Software
0625 859333

AMOS 3D certainly won't put professional 3D programming teams like Argonaut Software, Realtime and The Assembly Line out of a job, but it's a revolutionary piece of software nonetheless. Up until now, the likes of you and I could only dream of writing games that utilise 3D graphics, but *AMOS 3D* has truly delivered the tools to make this possible.

You may find working with 3D graphics rather confusing at first, but after little more than a few hours you should be churning out 3D demos at a blisteringly rate. The combination of what is undoubtedly one of the friendliest 3D object editors ever developed and a very powerful language extension makes *AMOS 3D* a virtual must for AMOS programmers. Even if you don't own AMOS, perhaps now is the time to finally take the plunge.

AMOS 3D

SPEED ●●●●
The 3D is not the fastest and smoothest I've seen, but it rattles along at a good enough rate.

DOCUMENTATION ●●●●
The manual is very clear and easy to read, but then it definitely needs to be.

ACCESSIBILITY ●●●
You won't have problems if you read the manual, but even then it takes some getting used to.

FEATURES ●●●●
Packed with features, AMOS 3D is rather an impressive achievement.

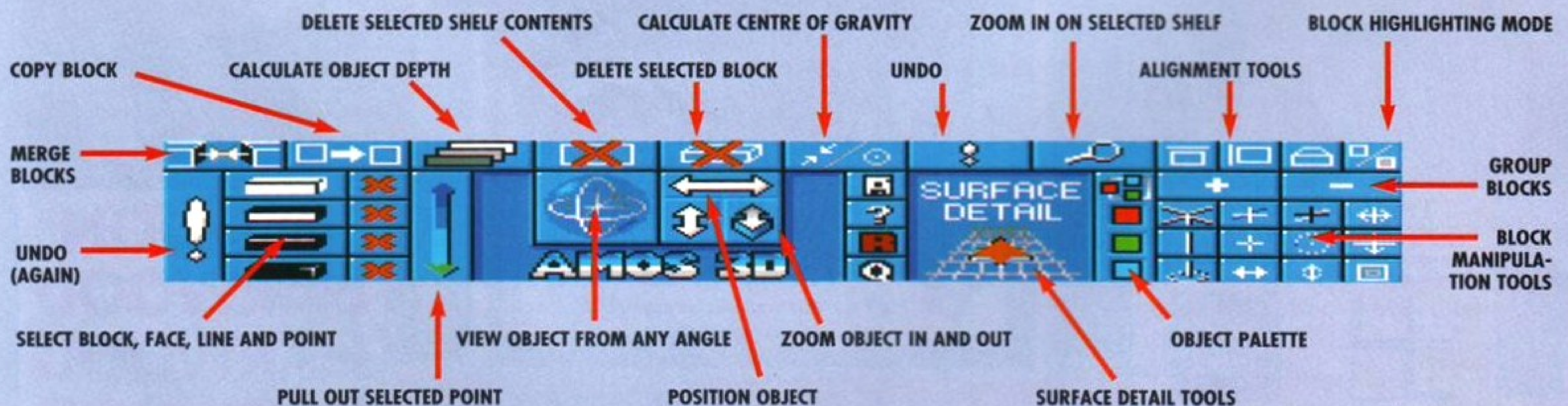
VALUE ●●●●
If you've already got AMOS, then it's great value. If not, a total of £85 is still not at all bad.



82%

AT THE HEART OF THE SYSTEM: THE OBJECT MODELLER

The *AMOS 3D* Object Modeller is a fairly simple program to use once you've sussed out what all those icons do.



Buying games? Playing games? You need this!

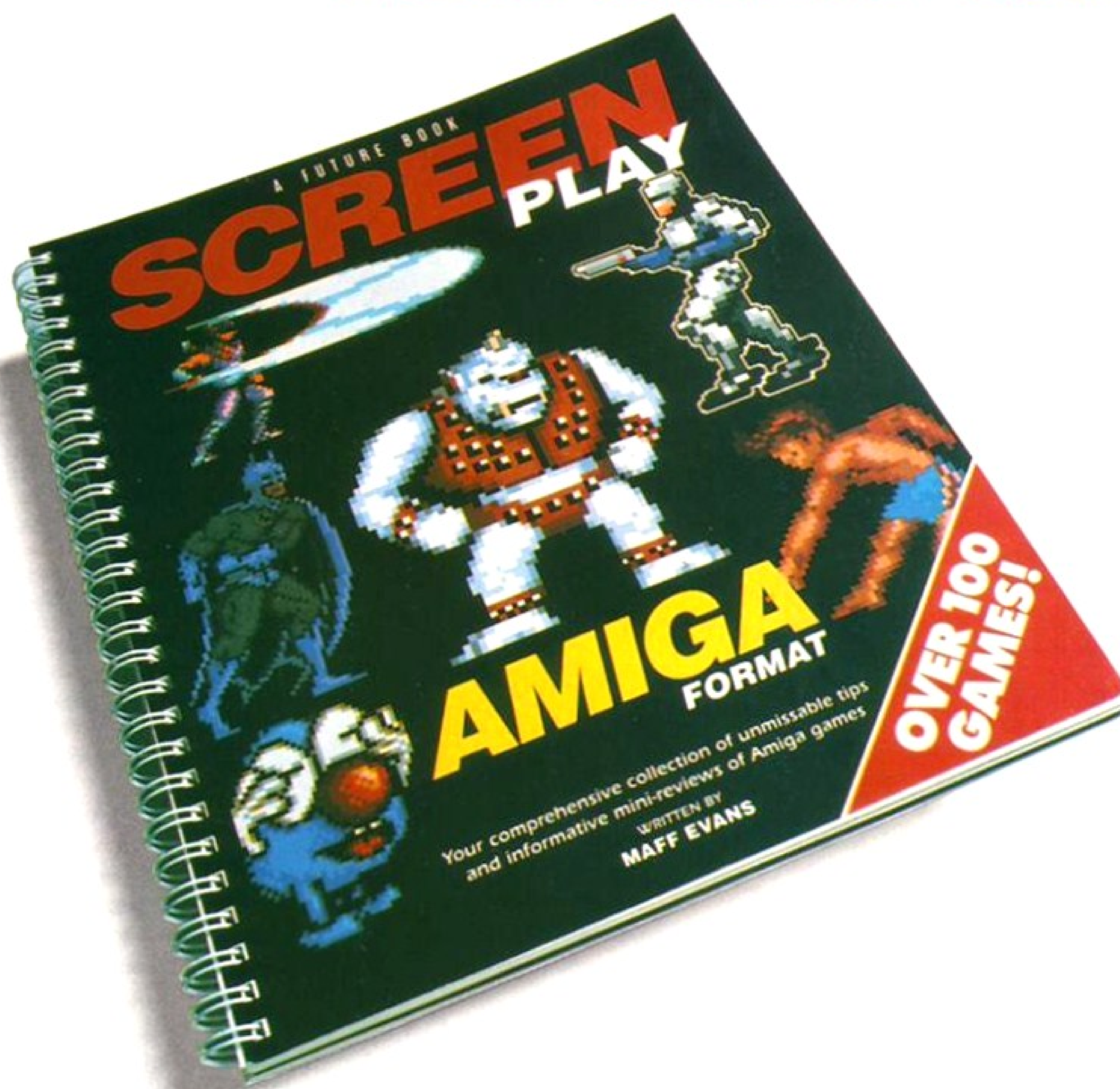
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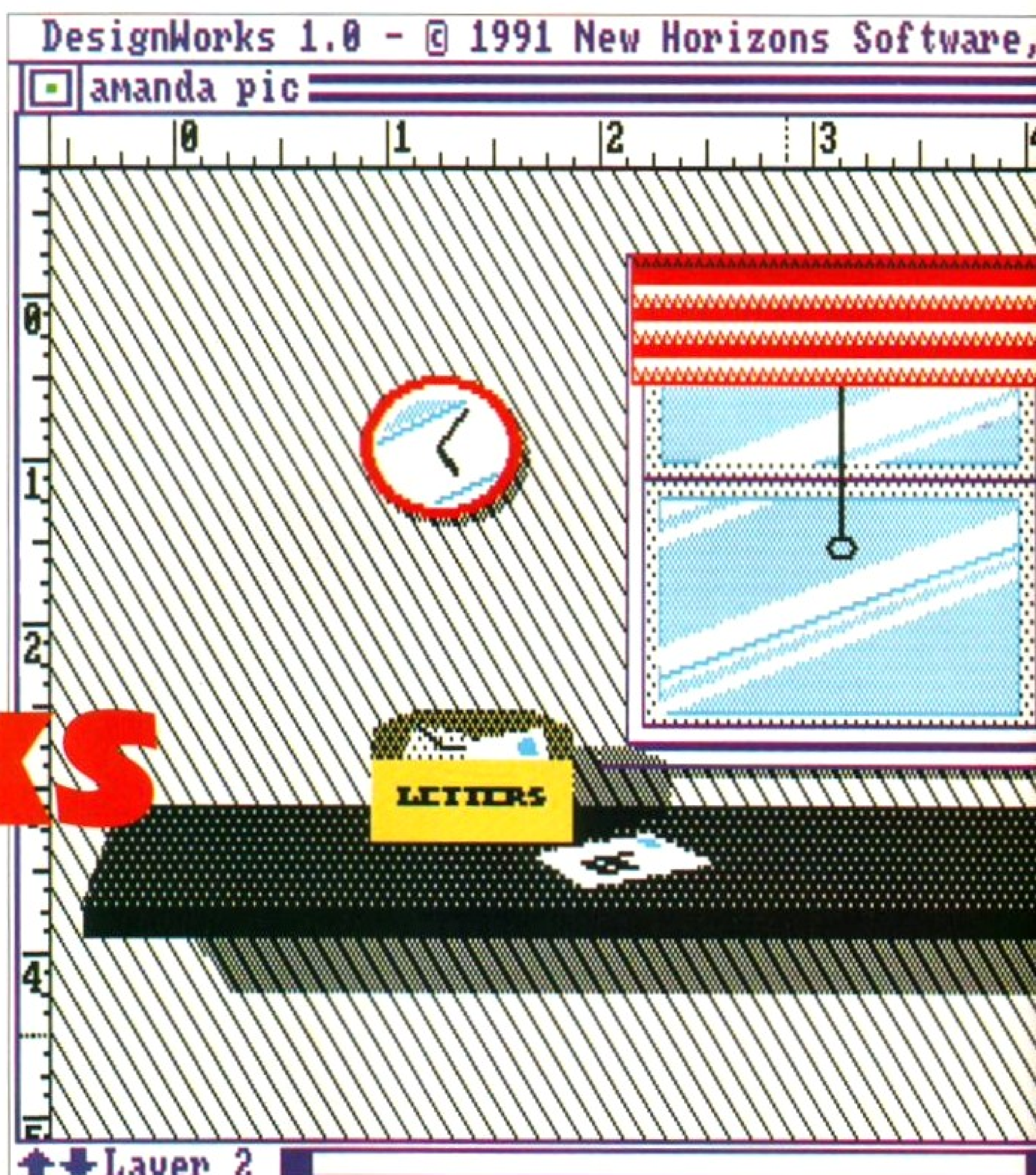
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My card no is: ____________________
Expiry date: ____________________

Signature ____________________

Structured drawing programs enable you to output your pictures at the highest resolution your printer can handle and impressive results can be achieved if you use the right program. **Marcus Dyson** takes a look at a new runner in the field.

Design Works



Structured Drawing Package ■ £99.95
New Horizons

COSTING MORE THAN your average paint package, offering fewer features and at the same time being more difficult to use, structured drawing programs do not seem to have much going for them at first inspection. Why would anyone splash out for a package that apparently offers less for more? The answer lies in the way that structured drawings are made up.

Instead of the picture being composed of hundreds of little coloured dots, it is made of separate objects which are stored in the document as pure mathematical information. Because the positions of the points are stored as co-ordinates and the lines as directions, this types of program is sometimes known as a vector drawing program. It's the same kind of system as 3D games.

When the Amiga comes to output the image, it tells the printer where the points are that make up a shape and what thickness and colour the lines are that join those points together. The printer then goes about drawing the shape at the highest resolution it is capable of: so if the picture is greatly enlarged, the lines and curves still stay very smooth.

Structured drawing software for the Amiga is not incredibly common. Potential buyers of a pixel paint package would have to decide between *Deluxe Paint IV*, *Photon Paint 2*, *Spectracolour* and *DigiPaint 3*, to name just the options that offer HAM, whereas Amiga owners wanting a vector drawing program had, until very recently, Hobson's choice.

Until now *Professional Draw 2* from Gold Disk was the only structured drawing software for the Amiga worth a mention: but now a contender in the shape of New Horizons' *Design Works* has emerged.

Design Works
£99.95 Silica
081 309 1111

Design Works loads into an unexpanded Amiga 500 with no problems, aside from a good few Program disk–Workbench disk swaps. Once loaded the program runs quickly and smoothly, but there is not a lot of space left for the creation of large pictures. Adding an additional disk drive without expanding the RAM causes the program to refuse to load.

A nice feature of the package is that it can be launched by double-clicking on the icon of any document that has been created using it. Many Amiga applications deposit an icon with any document file they create, but few can actually load the program by selecting the document in this way. On the Apple Macintosh all applications can be opened this way, and programmers should endeavour to make Amiga programs work in the same way if the machine is ever to rival the Mac's friendliness.

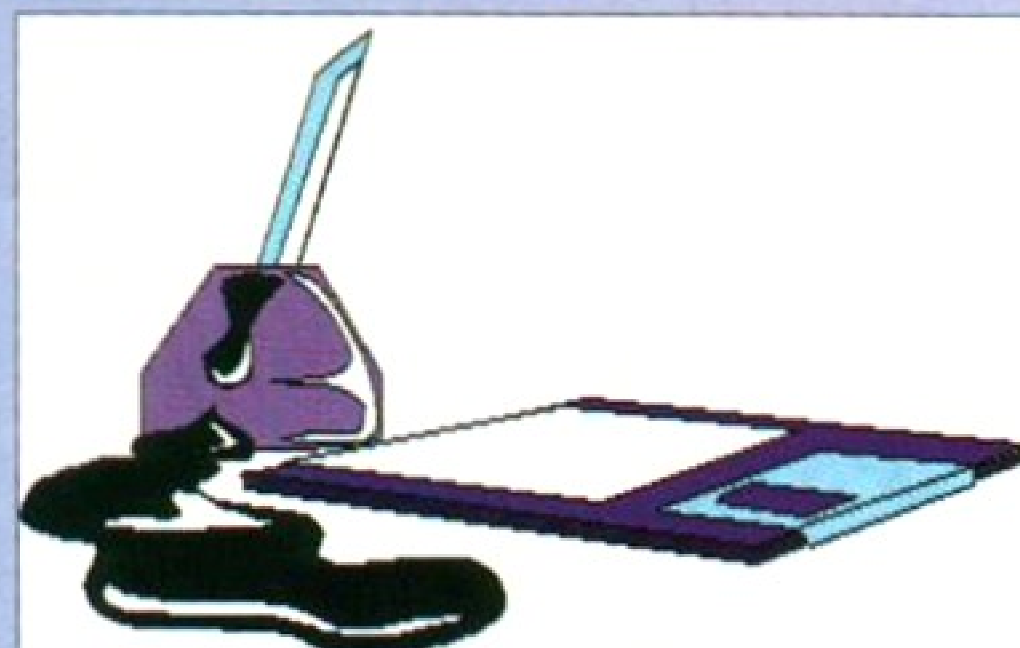
Once you are up and running, all of the functions you would expect from any decent drawing program are displayed in the tool palettes at the top right of the screen. These windows can also be closed to enable more of the picture to be seen.

As well as the usual shape- and polygon-drawing and freehand tools, there are palettes to control the pen colour and fill colours. Changing the pen colour will alter the colour of the lines that things are made up of while the fill alters the colour of the flood that automatically fills every shape that is drawn.

SETTING A BAD EXAMPLE

Whenever you buy a graphics program, be it a pixel paint package like *Deluxe Paint IV* or a CAD program like *AutoCAD*, you will find, if you look hard enough, that somewhere on the disk there are some examples of what the program can do. These documents are there to give you ideas and encourage you to learn how to use the program so that you too will be able to do similar or better things. But also they are so the programmers can show off a little bit, since they know how the program works better than anyone else.

But if you load up the examples that come with *Design Works*, you will see images of the quality shown at right. Not exactly a Picasso, is it? If this is the best they could get out of it, what are you to expect?



Some of the Example art that comes with the program. It doesn't really inspire confidence, does it?



The colour and pattern of a fill can be easily changed by selecting an object and clicking on the fill palette.

Design Works supports HAM and will allow you to create drawings in up to 4,096 colours, but will only display things on screen as the nearest available screen colour. RGB (red, green, blue) or HSB (Hue, Saturation, Brightness) sliders are used to set up a colour which will then be displayed in the handy palette on screen. If you need more colours than there is room for in the palette, don't worry: colours that have been used can be replaced without affecting the colour of shapes that were drawn using those colours. But memory restrictions prevent changing the screen colours in a half-Meg machine.

One of the first things newcomers to structured drawing should know is that once something is on the page, it can still be changed, no matter how long ago it was put there. Parts of the picture that are behind other elements can be brought to the front and shapes can be changed almost as easily as the colours can. If you want more of one thing in your picture you can simply duplicate the first one you drew and resize and recolour the subsequent copies.

Even after the picture has been saved to disk, it can be loaded back into memory and played around with. This is another advantage of vector over bitmapped drawings. Most of the program's functions are available through the keyboard, which saves time on having to go up to the menu bar every time you want to change something. When something does have to be changed, the requesters are very clear, leading even the novice through such operations as setting Preferences or opening a document with the minimum of fuss.

Design Works is limited in its ability to manipulate text. Admittedly it can be rotated, but only through increments of 90 degrees. Making text flow around the path of a curve is not possible, and resizing text is limited to the sizes of fonts installed on your system.

At output stage the program looks for larger fonts and scales them down to improve the quality of the printed results, but this depends heavily on you having the required larger point sizes. Using outline fonts would probably improve this situation though.

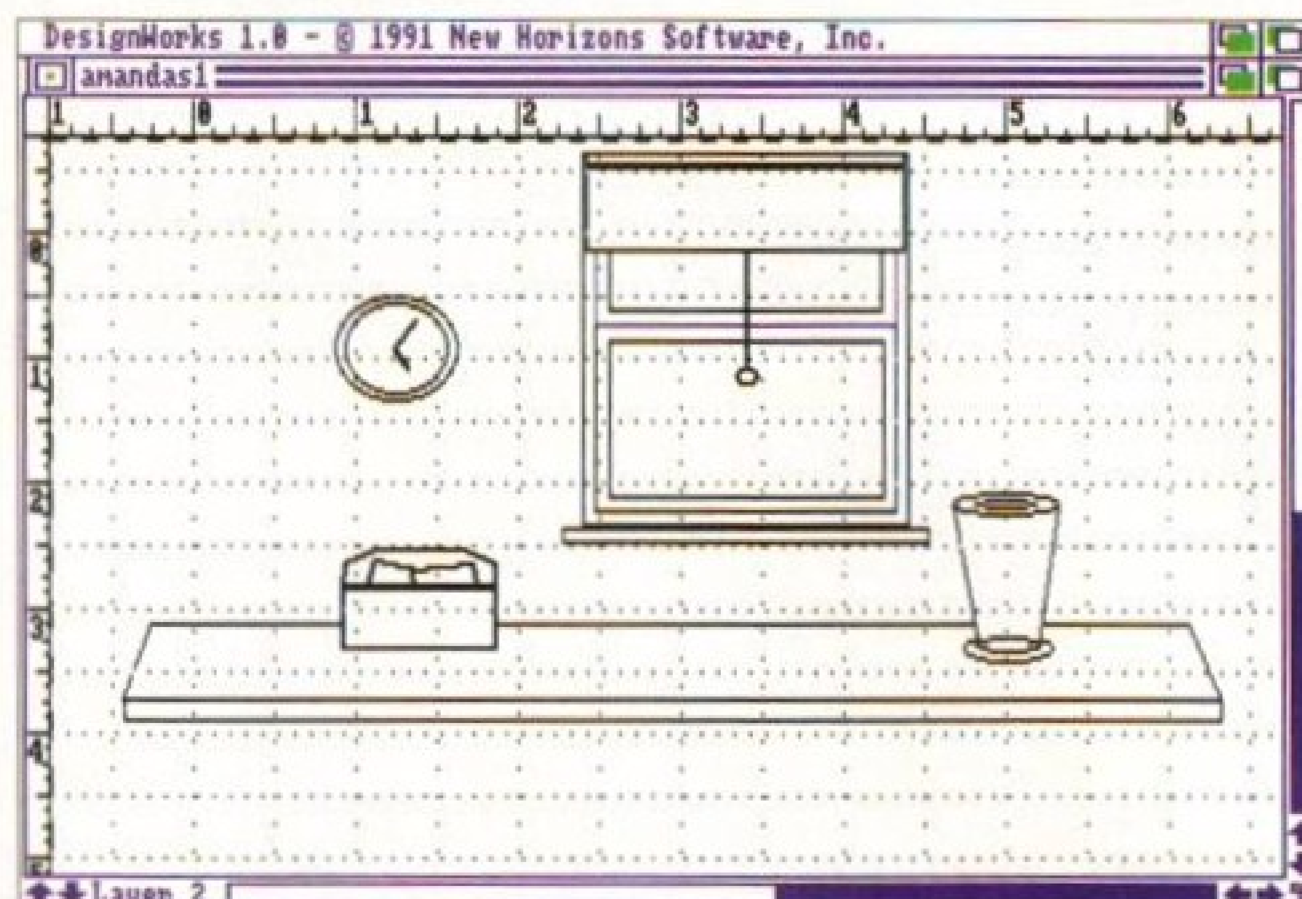
Objects can also only be rotated through right angles, but this is less of a problem, since they can be drawn at the desired angle in the first place, or manipulated to it if necessary.

The other opportunity that New Horizons have missed is the failure to include graduated fills, or a blend function like the one in *ProDraw 2*. This means that all areas of colour end up being flat, or filled with one of the user-definable patterns. it can be difficult to give pictures any feeling of depth.

In its favour Design Works is fast and easy to use, which makes it suitable for the younger Amiga user, or for entry-level exploration of the structured drawing arena.

It seems strange that software which has several enhancements for AmigaDOS 2, the operating system of the mighty A3000, should not offer features that users of much more modest Amigas have come to expect from such a program. For the record, if you have Workbench 2, one such enhancement is the support of AREXX macros, which enable you to write short routines and assign them to a key, offering user definable keyboard shortcuts. This is all well and good, but I cannot help wishing that they had spent less time making it Workbench 2 friendly, and more time coding useful functions. *Design Works* is left as an entry-level program written with an extremely high-level machine in mind.

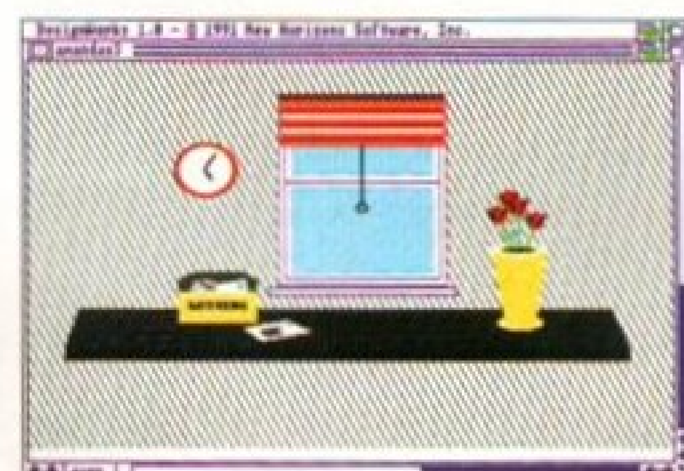
DRAWING BY NUMBERS



To make a structured drawing, you start with the outlines of things in simple black-and-white. At this point colour is irrelevant, but the shapes have to be more or less correct. *Design Works* features a grid to help you get things lined up: you can define the size of the grid and switch on a 'snap to grid' function to make sure things are exactly level.



Once the shapes are sorted out, it's time to add some colour. This is done by selecting the object to be coloured, then clicking on a square on one of the palettes at the top right of the screen. The top palette defines the pen colour and will change the colour of a shape's outline: the one underneath defines the colour and pattern of the fill. More colours are available than can be diplayed at one time (4,096 to be precise), so it's just a matter of mixing a new colour over one you have finished using. Changing a colour in the palette will not affect objects that have already been drawn in that colour.



After the colours come the fine details. The wallpaper is just a filled rectangle placed behind all the other objects; the clock hands are created using the freehand drawing tool. The blind is moved into the correct position and has a pattern added to it. *Design Works* enables you to use text in your pictures, but cannot resize it, so you need to have the right font at the size you want to use.



The lack of graduated fills can leave drawings looking a bit flat, but adding highlights on the windows and shadows can help them look a bit more realistic. Shadows are created by duplicating an object and making a dark fill for it. Then you use the Arrange menu to send the shadow back so that it is behind some things and in front of others. This is quite easy to do, simply because until you get it right it looks it looks very wrong!

Design Works

SPEED ●●●●
Very fast: even on an unexpanded A500 the program boots, loads and redraws quickly.

DOCUMENTATION ●●●●●
The manual explains every feature of the program in a clear and concise manner.

ACCESSIBILITY ●●●●
Using *Design Works* is just a matter of booting it up and giving it a go, totally simple.

FEATURES ●●
No graduated fills and very limited text manipulation will consign this to beginner status.

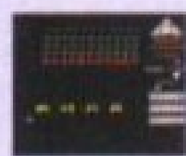
VALUE ●●●
It costs more than, for example, *Deluxe Paint IV* without delivering the kind of features.

AMIGA Verdict FORMAT **71%**

Mega Value GAMES PACKS Mega Value

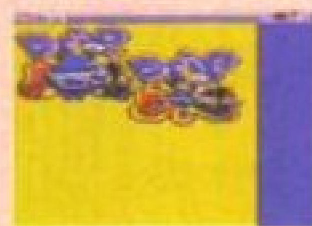
ARCADE CLASSICS
An amazing pack full of nostalgic arcade games including: Space Invaders, Asteroids, Pac Man, Missle Command, Breakout and Qiz. Order code GP1.

£10.00



ARCADE PACK 1
The first of our special arcade packs with shoot 'em ups and platform type games includes Paranoid, Galadria, Drip, Peters Quest, Drive Wars and Cosmic. Order code GP2.

£10.00



ARCADE PACK 2
More brilliant arcade attacks with Tetris, Pipe Line, Air Ace 2, Organic Horror, Gore Blasters and Escape From Jovi excellent! Order code GP3.

£10.00



BOARD GAMES 1
A mega compilation of of classic board games includes Back Gammon, Five In A Line, Chess, Tiles, Flipper, Amigo, China Challenge, Master Mind, AmigaTration, Up and Down, Triangle and Triple Yacht Z. Order code GP4

£10.00



CARD GAMES 1
If you like playing card games then this is the pack for you! Includes Card o Rama, Spades, Black Jack, Solitaire X, Klondike Solitaire, Canfield Solitaire and Cribbage. Order code GP5.

£10.00



TRIVIA PACK
A mega compilation of trivia quizzes that will keep you occupied for hours! Includes thousands of questions on a veriety of subjects. Includes Quiz, Hollywood Trivia, Trek Trivia, Star Trek Next Generation Trivia. Order code GP6.

£10.00



ADVENTURE GAMES
Four excellent new adventures to take you into different worlds. Includes The Holy Grail, Golden Fleece, Midnight Thief and Dragon Cave with its 3D graphic display. Order code GP7.

£10.00



SPORTS PACK
This pack should keep you fit! Includes Tennis (1mb RAM), Down Hill Skiing and Car racing. [illegible]

£7.50



MEGA GAMES MEGA PRICES!

PSL1 - Space Blob is a brilliant platform cavern game. £3.00.
PSL2 - Mr Dig, help Mr Dig collect the apples and kill the monsters. Requires 1MB RAM. £3.00.
PSL3 - Q-Boid shoot blocks at the various random shapes decending on you. A Tetris variant. £3.00.
PSL4 - Computer Conflict excellent speech and graphics in this all action arcade game. Requires 1MB RAM. £3.00.
PSL5 - Subculture by Kevin Kendall a mega shoot 'em up. £3.00.
PSL7 - Dizzy Lizzy an excellent game across between Pacman and Boulderdash. £3.00.
ALP5 - Jungle Bungle adventure in the jungle mainly for children with excellent graphics, speech and animation. Requires 1MB RAM. £3.50.
ALP6 - Pukado avoid the baddies and skull as you try to empty the screen of tiles. £3.50.
ALP7 - 4 Way Lynx a 22 level puzzle game where the object is to connect a specified number of tiles to the main centre tile. Requires 1MB RAM. £3.50.
ALP11 - Go Getter an excellent board game that will keep you occupied for hours! Guess whether your on your path the number on the next step is higher or lower than the one you are on, watch out for teleports and and bonus points. Requires 1MB RAM. £3.50.
ALP16 - Reversi II based on the board game Othello. Requires 1MB RAM.£3.50.
ALP17 - Dog Fight!! upto 8 players can play this brilliant aerial shot 'em up. Requires 1MB RAM. £3.50.
ALP19 - X IT 50. A split screen shoot 'em up. £3.50.
ALP21 - Quingo an excellent quiz game where you answer questions and play bingo. Requires 1MB RAM. £3.50.
AMU13 - Bull Run an American civil war simulator. £3.00.
AMU14 - Battle Mech a strategy war game between robots. £3.00.
FAUG52 - PacMan 87. £3.00.
FF194 - Moria the single player dungeon adventure game. Requires 1MB RAM. £3.00.
FF336 - Car. A brilliant racing game. £3.00.
PD90 - Tennis! and excellent implementation of the sport. Requires 1MB RAM. £3.00.
PD79/80/81 - Star Trek by Twisted Images. Full graphics and sounds from the original Star Trek. Requires 1MB RAM and External disk drive. £9.00.
PD215/216 - Star Trek by Agatron. Full graphics and sounds and animation from the new generation Star Trek. £6.00.
PD233 - Holy Grail adventure that requires 1MB RAM. £3.00.
PD234 - The Golden Fleece adventure. £3.00.

£3 Mega Value SOFTWARE Mega Value

EDUCATION

AMP6 - Under 8's pack. The following 5 disks with an 'ALP' code are a DEJA VU Licenseware Product and are available as a pack for only £17.50 or individually for £3.50 each.
ALP1 Colouring Book a good colouring book for young children. £3.50.
ALP2 Arc Angel Maths a good math program that includes graphics to aid learning. £3.50.
ALP4 Thinga Majig is a puzzle program with 24 built in puzzles to choose from. £3.50.
ALP8 Work and Play (requires 1MB RAM) 3 excellent programs Funtimes Table, Let's Go Shopping for maths and Click Clock teaches a child to tell the time. £3.50.
ALP10 Word Factory which is a games type environment that teaches spelling. £3.50.
AMP5 Over 8's pack: 2 excellent map drawing programs of any location on earth, Evo follows the evolution of life, Chemistry Element Periodic Table includes with details and graphics of all elements, Unit Conversion is a program that allows you to choose all types of unit i.e length, time, weight, speed etc and then do conversions and comparisons between them, plus more!:German Language Tutor, Speak and Spell Tutor, Study Aid Cards, Hermes Formula, Cloud, the weather, GEO Time, Gravity Simulator, FUNC2D, Gravity Well, Air Foil, Wave Maker and others. An excellent pack for only £12.50!
PSL8 FUN TIME 1 a great educational offering aimed at children age 3 to 6. This disk is crammed with delightful tuition on many subjects: shapes, keyboard, clock and picture. £3.00.
PSL9 FUN TIME 2 a great educational offering aimed at children age 3 to 6. This disk is crammed with delightful tuition on many subjects: money, seasons and mouse. £3.00.

GRAPHICS

AMP3 Graphics Pack 1. Mcad the excellent high resolution CAD package, ROT 3D drawing program, VDraw the painting program, RayTracer for creating amazing ray traced pictures. Also a disk full of graphic utilities: Clip It! allows you to clip any part of the screen and save to disk as a picture file, FilterPix allows manipulation of pictures with enhancers, edge definition, colour and size shifters, C64 picture converters, picture showers, screen and window to disk savers, icon editors and icon converters (brush to icon, IFF to icon etc.). £8.50.
AMP21 Graphics Pack 2. The Mse Mandelbrot explorer includes some excellent examples, a picture converter to convert Atari ST DEGAS and NEO to Amiga IFF, Apple MAC view and convert to IFF, PopColours pops up a colour palette, picture viewers: DPSlide, SeeILBM, ShowHAM and IFFEXEC which allows a picture to be shown simply by double clicking on it. Also NewGetImage and Brush2C which convert IFF and Brush picture files to C code for inclusion in programs. Also for weird spaced out visual effects try PolyGon, VIZ and KAL all these allow you and your mouse to create amazing weird screen displays; PolyGon even allows colour cycle! A HAM scribble screen. DBW Render the raytracing package. Also in this pack is FBM. FBM is an image manipulation library. £8.50.
PD502 - C Light. The Ray Tracing Program. £3.00.

FONTS

PSFF1 - Fletcher Font Pack 1 contains 66 multi coloured fonts on 6 disks for £15.00 compatible with all IFF font using programs.
PD53/54/55/56 - Public Dominator font pack contains 50 single coloured fonts on 4 disks for £10.00 compatible with all IFF font using programs.

Also available as individual disks for £3.00 each.

PROGRAMMING LANGUAGES

PD211 - NorthC 1.3 the C compiler that featrues compiler, linker, assembler, examples and tools. £3.00.
FF456/457 - CManual V2.0 is a complete C manual for the Amiga includes 70 example programs on the disk with source code. £6.00.
FF339 - PCQ Pascal Compiler. £3.00.
FF347 - Cursor the Amiga Basic Compiler. £3.00.
PD60 - Modula II compiler. £3.00.
FF314 - A68k V2.61 of the 68000 macro assembler. £3.00.

CLIP ART

The following 4 ClipIt! packs are all Black and White clip art spot illustrations suitable for any program with graphic capabilities. Each pack contains 5 disks.
CIA1 - Subjects covered: sports, flags, animals, cartoons, humorous, Xmas, Jewish, Borders, Halloween, Valentines, horses, eyes, alphabets, hands, 1930's trademarks, zodiac, cars etc. plus lots more. £12.50.
CIA2 - Subjects covered: men, women, illuminated A to Z, arrows, stars, explosions, humorous, cartoons, pointing hands, food and more. £12.50.
CIA3 - Subjects covered: Fruit, herbs, meat, arrows, special occassions, vegetables, kitchen utensils, cups and glasses, art deco and breakfasts. £12.50.
CIA4 - Subjects covered: More Art Deco, Babies, Boys and Girls, lots of humorous, illuminated A to Z, scrolls, more special occassions and calligraphic ornaments. £12.50.

MUSIC

PD281/282 - Oktalyzer V1.1 the music composer. £6.00.
PD285 - Game Music Creator create music for games, demos etc. £3.00.
PD299 - MED V3.00 the the music editor with MIDI support. £3.00.
PD553 - Sound Tracker v4.00. £3.00.

PROGRAMS

PD499 - AmiBase V3.76 the excellent database. £3.00.
FF425 - A-Gene V3.1 an excellent genealogy database program. Limited to 600 persons/300 marriages. Requires 1MB RAM £3.00.
FF434 - Typing Tutor, a simple typing tutor program which measures your typing speed and adjusts the level of difficulty accordingly. £3.00.
AMP1 - Home Business Pack: UEdit the excellent wordprocessor and spell checker, Visicalc the spreadsheet, RIM and JBase two brilliant databases only £8.50!
PD416 - NComm V1.9. ALL you need for communicating via the phone line. £3.00
PD59 - Amateur Radio Disk: StarTerm V3.0, Packet Terminal programs, a HAM Database for the Amiga Amateur Radio Group, Morse Code, Satellite Tracking and loads of HAM utilities. £3.00.
AMP4 - Starter Utility Pack: This pack was compiled with the new Amiga user in mind. All programs are icon driven and have any necessary documentation. The pack includes: file compressors used on the Amiga - ARC, LHARC, Zoo and Power Packer. DirWork the friendly enviroment that allows many of the CLI commands to be executed at the click of your mouse. Also a virus checker and destroyer, an icon editor, a sector editor, a communications program for modem users and lots more, PLUS the word processor UEdit and the Database JBase! This excellent pack is only £8.50!
FF366 - PrintStudio V1.2 this program allows you to print any text file in many styles, print any part of or a whole picture, screen or window, also control your printer and much more. £3.00.
TB16 - CLI Wizard V1.2 is the excellent mouse operated CLI replacement makes using the CLI a doddle! £3.00.
PD279 - ESA Utility Disk 1. This disk contains 3 dozen excellent utilities! All menu driven it includes: Amiga Tool, BootGenerator, Coder Board, DCopyII, Font Ripper, Menu Maker, Power Utility, Power Packer, PPMore V1.2, Save IFF, Scanner V2.0, Scroll Maker 2, plus virus checkers and destroyers and loads more! £3.00!
FF378 - MACH II V3.0 this brilliant 'all in one' utility features your help screen, mouse accelerator, PopCLI, Screen Blanker, Mouse OFF, Sun Mouse (activates a window by placing mouse it), Click To Front (bring window to front by clicking on it), Cycle (move a window or screen to back with left then right mouse button click, Window and Screen Shuffler, Clock, Alarm, Beeper and loads more. Exellent! £3.00!
PD300 - The Master Virus Killer the latest version is always in stock. This utility recognises 124 viri! A full list is available, excellent and very easy to use and very comprehensive. £3.00!
PD62 - The Public Dominator Anti Virus disk contains Virus X V4.01, VCheck V1.2 (for memory), VCheck V1.9 (for disk drives), Zero Virus V1.3 the fully integrated virus detector and killer. Also Boot Block Champion the utility and information on boot blocks. £3.00.
TB31 - ShoWiz show any picture with or without your own controlling script, show 1 picture, or even 1 or more disk fulls, also play a music file and show in text in any colour! Perfect for presentations. £3.00.
PD93 - ARP V1.3 the Amiga DOS Replacement Project. £3.00.
FF228 - JazzBench v0.8 is a multitasking WorkBench replacement. £3.00.
FF246 - NoClick V3.6 this program stops your disk drives clicking when there is no disk in the drive. £3.00.
FF251 - DiskSalv V1.42 more powerful than Disk Doctor this utility will attempt to salvage data from bad disks. £3.00.
PD304 - MessyDOS handles MSDOS formatted disks (this includes Atari ST) exactly the same way that native Amiga disks are used. £3.00.
FF243 - PassWord V1.21 you specify the password for your system security. Also Pcopy V2.0 the excellent disk copier. £3.00.
FF279 - MRBackup V3.3 the hard disk backup utility. £3.00.
FF300 - TitleGen V1.6 excellent 'script language' that creates scrolling text in any font and colour upto 500 lines long! Perfect for video titles. £3.00.
FF213 - ICONS! This disk contains 300 8 colour icons! £3.00.
AMI22 - Printer Driver Generator this program will create a driver for your printer. £3.00.
APDC18 - Floppy Disk Utilities: QuickCopy, Disk Mapper, Disk Salvage, Virus Check, Directory Master, Amiga Monitor, Calculator and more. £3.00.



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Blank disk labels: 100-£3.00, 1000-£20.00.
Disk cleaning kits - £3.00.
Mouse mats - £4.00.



GET DOWN TO BUSINESS

...or programming or video or DTP or comms or music or education or graphics or AmigaDOS or...

Amiga Shopper **is the magazine dedicated to taking the Amiga seriously. Our panel of expert writers bring you the best tips and advice every month on everything from programming AMOS to getting the best results from a digitiser. Add to that comprehensive and up-to-the-minute reviews of the latest hardware and software and you're on to a winner.**



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Plus 12 pages of solutions to Amiga problems in Amiga Answers

AMIGA SHOPPER – FOR PEOPLE WHO ARE SERIOUS ABOUT THE AMIGA

Image processing just took a big step up. Once it meant converting files from HAM to 32-colour or adding corny special effects. Now, for the first time, you can cut 24-bit 'True Colour' images seamlessly together into a perfect photo-montage. **Brian Larkman** yells 'Gotcha!' as he airbrushes Maggie out of the Downing Street press photos...

Art Department Professional

Image Processing Software ■ £199.95 ■ ASDG



CUTTING IT UP
The desert background and the figure were digitised separately using DigiView, which outputs an RGB file format that is very close to being 24-bit colour. I then cut the runner, pasted her in and colour-balanced the whole thing. Notice the dodgy edges around the runner: this is currently *Art Dept Pro's* main failing.

REALISM? DON'T TALK TO ME about realism! It's a tricky task for a computer artist to get an image exactly right. Usually you choose the best picture you can find to digitise, or you create the most accurate model you can to render, or you paint to the best of your ability. But then the colour, contrast or size is not quite right, or you need a special effect, or... something! At this point you turn in desparation to an image processing programs.

Nowadays, to get the very best images possible from the Amiga you just have to hang the expense and work with 24-bit colour. Even if it's a HAM picture you're working on, you only get great results if all the processing is carried out using the greatest amount of information possible – the 16-million-colour palette of 24-bit 'True Colour'.

Art Department Professional will accept image data from almost any source, convert it to 24-bit, process it, mix it with any other image and save it in almost any common – or uncommon – image format, all in True Colour.

Art Department Professional
£199.95 Silica
081 309 1111
Available September

Keeping it flexible, *Art Dept Pro* uses separate Loader Modules so new ones can be added in as new image formats appear. All Amiga IFF formats as well as 3D rendering formats for *Sculpt*, *Turbo Silver* and *Imagine* are covered. TIFF, GIF and many others are available, making it possible to pinch stuff from Macs or PCs, so finding images is easy.

An increasing number of programs save 21-bit or 24-bit files as well as the normal IFF images. NewTek's top digitiser Digi-View, for instance, is a good source of almost True Colour material.

Though *Art Dept Pro* has no proper drawing tools, simple rectangular backgrounds with vertical, horizontal or diagonal colour gradations can be created and saved within the program, so you're not at a loss for something else to do with a great picture on top of an uninspiring background.

You're spoilt for choice when you've finished playing with your image too. Output is just as flexible as input, allowing *Art Dept Pro* to be used as a versatile file conversion system. As well as all the image formats used for the Loaders, you can also save Postscript files in either Encapsulated or Non-Encapsulated form, so high-quality print output is guaranteed.

Three control screens offer you a wide range of adjustable parameters so that you can output the stuff direct to a Postscript printer. Similarly, images can be sent direct to any graphics peripheral that has a Saver module. Both the Mimetics and ACS Harlequin frame-buffers are supported in this way. If all this is a little out of your league, *Art Dept Pro* will also

THE CONTROL PANEL

INPUT AND OUTPUT OPERATIONS

Loaders and Savers that can handle a heap of different file formats and Amiga screen modes make file conversions easy. It comes with most Amiga, Mac or PC formats including PostScript, but because the Loader/Saver system is modular, new ones can be added. *Backdrop* creates simple gradient backgrounds.

COLOUR CONTROLS

Balance controls: Red, Green and Blue levels, Brightness, Contrast and Gamma correction.

Six Dither methods including Random ensura a good balance between speed and accuracy.

The Palette can be locked, Enhanced and Edited.



COMMAND GADGETS

Load - Displays requester for raw data input according to Loader, Orientation, and whether you are compositing.

Save - Requester allows raw data to be saved in the Saver format or any screen rendered according to Screen Controls.

IMAGE OPERATORS

The Image Processing Operators are modular allowing new functions to be added later. A reasonable range is offered including Negative, Flip, colour-to-grey and Dynamic range.

SCREEN CONTROLS:

You can select screen resolution and number of colours for rendering 24-bit data when the Execute Gadget is pressed. IncludesHi-res HAM modes.



DROP SHADOWS: A mask of the runner, pasted at 50%mix produced the shadow, followed by the original.



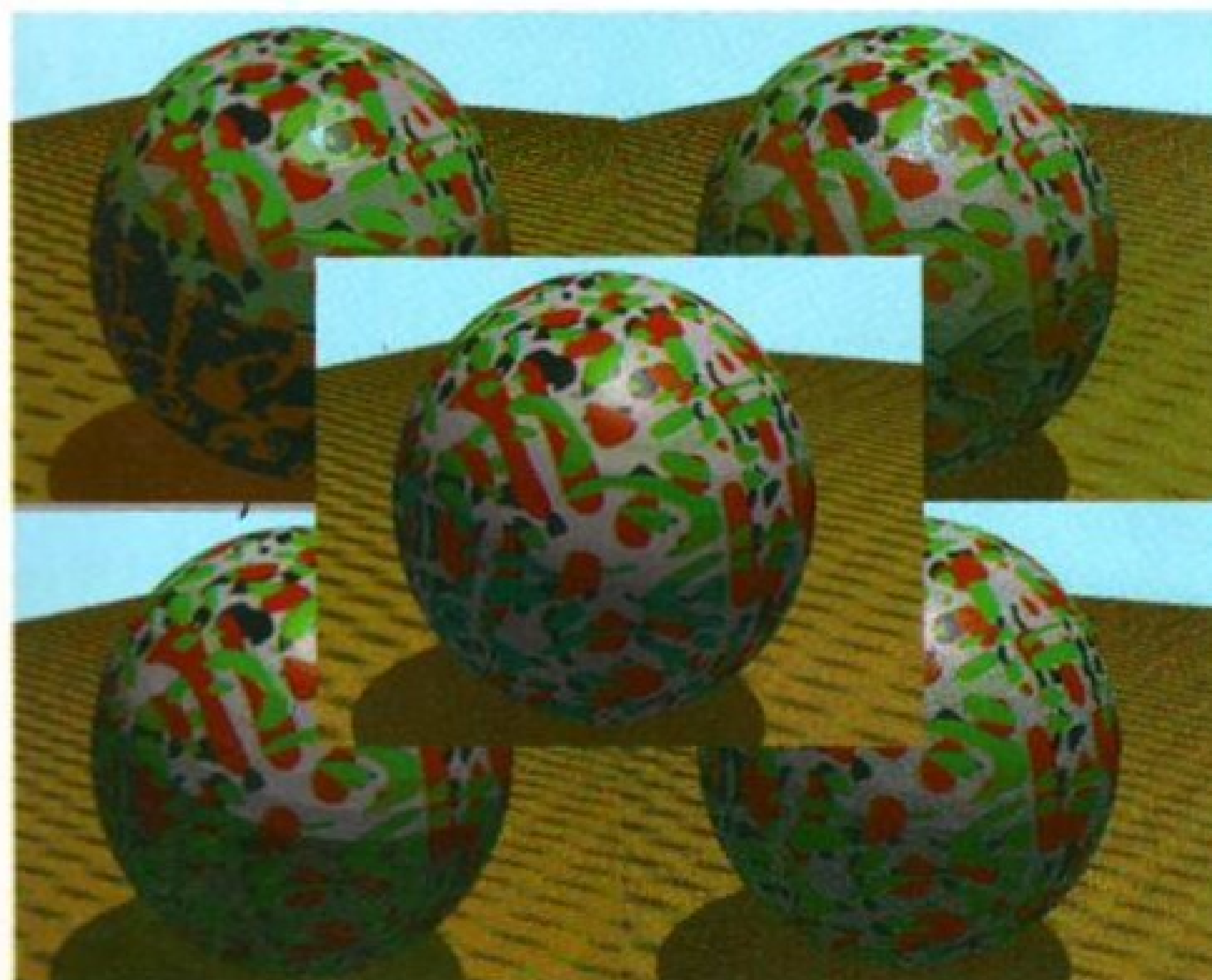
SOLARISATION: The Range operator produces Solarising effects by compressing and re-expanding the dynamic range.



EMBOSSING: Easy embossing by pasting a negative image then the positive at 50% mix, offset by two pixels.

"SO WHAT IS THIS 24-BIT COLOUR ANYWAY?" you may well be wondering. Well, it's actually quite simple. Each bit is an on/off switch. Two-colour screens use one switch for each pixel on the screen - on or off, black or white. Four colours use two switches, eight colours use three, sixteen use four and sos on, the number of colours doubling with each extra bit or on/off switch. 24 switches - or, to use the correct terminology, 24 bits per pixel - provides a pallette of over 16 million colours for each pixel.

WHY USE 24-BIT COLOUR? Well, exciting as it was using HAM's 4096 colours while the Mac was still b&w and the PC had four colours, times have changed. Macs and PCs now have millions of colours - at a price - leaving the Amiga HAM-strung. Affordable 24-bit systems are appearing - like BlackBelt's £300 HAM-E - cheap 'true colour' for all. The difference? - 16 colour dithered top right, undithered top left; HAM dithered bottom right, undithered bottom left; 24-bit in the centre.



output yer ordinary HAM, EHB 16-colour or even four-colour images with better dithering than any other program, bar none.

"But what happens inbetween the input and output?" I hear you cry. Aha! We're coming to the crunch. What *Art Dept Pro* is really all about is not only file conversion, but also image processing and digital photo-montage. Let's look at the image processing first.

Any picture file you load in is converted into raw 24-bit data. This uses up huge amounts of memory, so at least 4Mb is recommended, making this a real top-end prospect. Now the program can apply any or all of a number of functions, repeatedly if necessary.

The overall colour balance – red, green or blue level, brightness, contrast and even gamma correction – can be altered with simple sliders. The image can be rotated, flipped and resized, cropped, turned made negative or monochrome, and converted to line art. Video colour 'smear' can be reduced by 'modifying the dynamic range', or in plain English cutting the number of colours slightly to get rid of the intrusive ones. The possibilities are endless.

Now for the clever bit. Once the various components of your montage have been processed individually, you can start sticking them into



MASKING, MODELLING AND A BACKGROUND More elaborate masking plus the Background Loader make the window transparent for the sun (modelled in *Sculpt4D* and rendered in *Real3D*) to shine through. The ghost-like runner is pasted at 40% mix so she seems almost see-through. Lining things up without seeing them was quite difficult, needing several attempts.



PASTING COLOUR INTO GREY IMAGES The room was converted to an 8-bit greyscale and then back to 24-bit so that the coloured objects could be pasted in where I wanted them.

place, a task known to the experts and within the program as 'compositing'. Areas you want to be blank or transparent must be masked using a paint program first. Even allowing for masking, compositing is fairly straightforward, as long as you keep a careful track in your mind of the 'layering' of the montage: in other words, which picture is on top of which.

If you've got the COMPositing button pressed, when you select an image to load the program passes you straight to the compositing screen to decide how and where it will be loaded. Positioning is a rather hit-and-miss affair, however, with only an outline box of each object for guidance.

Time for some constructive criticism, here. The next upgrade of *Art Dept Pro* really needs some simple drawing tools and a more friendly interface for compositing. Even just a greyscale or 16-colour on-screen representation of the 24-bit picture would be much better than this blank rectangle.

But you're not left completely in the dark. At any time during image processing or during compositing, you can view the picture so far in any of the normal (and some abnormal) Amiga modes. The dithering methods used are so good that even a 16-colour hi-res version gives a pretty darned good impression of what the final 24-bit picture will look like. Work in progress can also be saved in 24-bit or Amiga mode as you go along.

So, does it cut the mustard? Well, the competition to *Art Department Professional* is pretty limited, provided you don't start making comparisons with Mac software. The classic Amiga image processing programs, *Pixmate* and *Butcher*, are too old for 24-bit, but there's a lot of new stuff on the way and True Colour image processing is bound to be one of the big growth areas on the Amiga.

For now, *Art Department Professional* has three distinct advantages. One, it's the first of its kind, so there's nothing else you can get to do this job. Two, it really does give excellent results – with the one exception of the edges around images. And three, its modular form will let it keep on improving. *Art Department Professional* is the best there is and is well set up to stay that way.



Art Department Pro

SPEED ●●●
Reasonable – but an accelerator and lots of memory are essential for professional work.

DOCUMENTATION ●●●
A solid ring-binder with plenty of reference but not much tutorial help.

ACCESSIBILITY ●●●●
Simple control panels with good labelling. Compositing is a stab in the dark though.

FEATURES ●●●
Good, with many unique aspects. Easy to add updates. Only major fault is edging.

VALUE ●●●
Simple yet powerful with no real competition – for now, that is.



75%

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IS NOW EVEN BETTER

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The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. RANGE OF IMPROVED FEATURES.
- **VIRUS DETECTION**
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.
- **SAVE PICTURES AND MUSIC TO DISK**
Pictures and sound samples can be saved to disk. Files are saved directly IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.
- **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!
- **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.
- **FULL STATUS REPORTING**
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.
- **POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!
- **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs , demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!
- **AUTOFIRE MANAGER**
From the Action Replay II preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!
- **DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Very useful for security.
- **PREFERENCES**
Action Replay II now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.
- **DISK MONITOR**
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.
- **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.
- **DISK COPY**
Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.
- **BOOT SELECTOR**
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

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REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

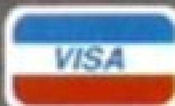
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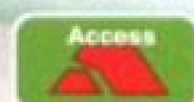
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- Complete 9" x 6" digitizing area plus super accurate stylus combine to enable fast, accurate and easy control
- Works by "mouse emulation" so the Genitizer will work with most packages where mouse input is the usual method - Deluxe Paint, Photon Paint, CAD Packages etc. etc.
- Supplied with template for Deluxe Paint.
- Full easy to follow instructions.
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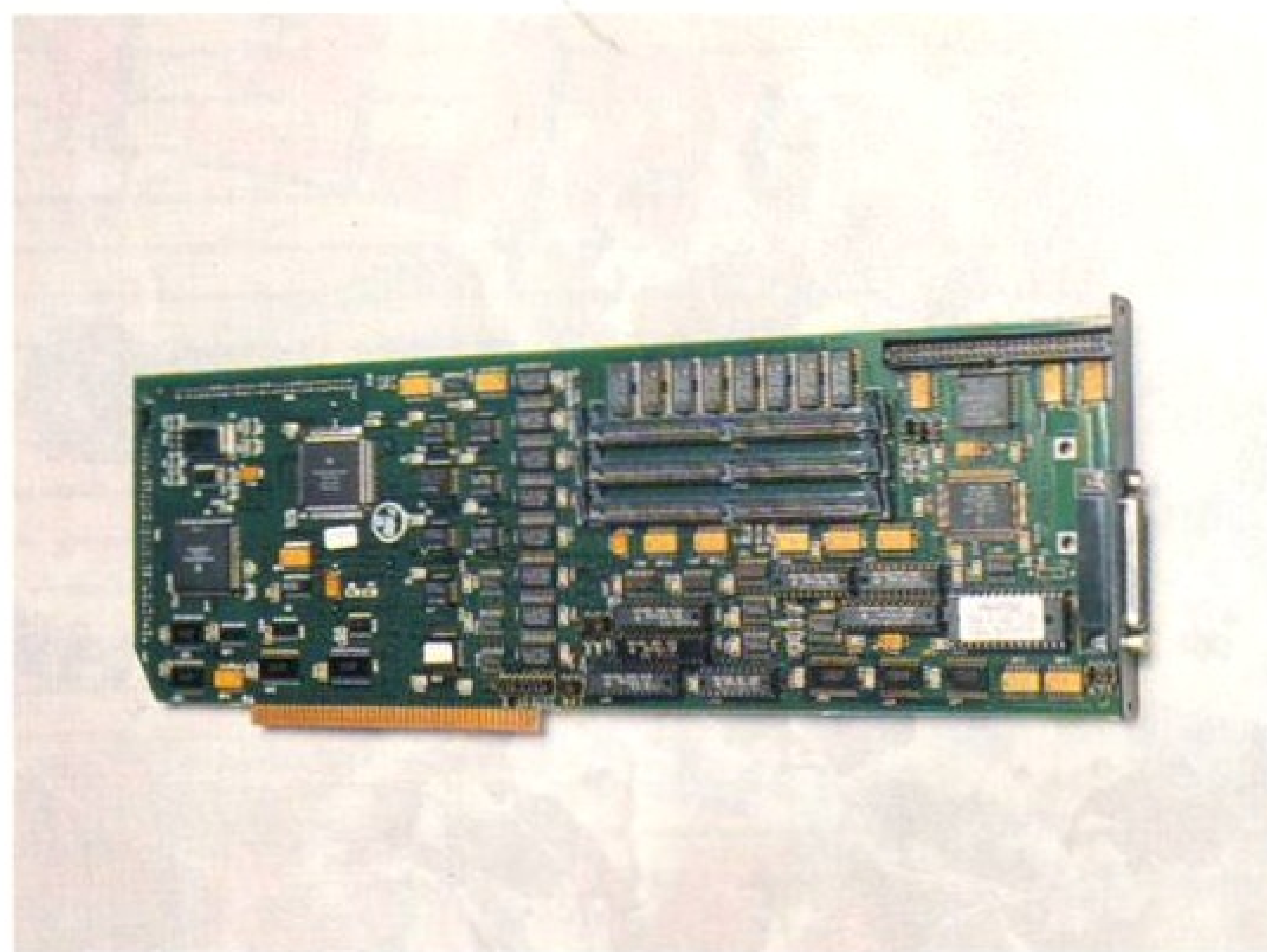


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If you are seriously into graphics on your Amiga, you must have thought about buying an accelerator card. So check this out: a 68030 with bags of extra RAM and a SCSI controller that has the reputation of being the fastest on the market. **Brian Larkman** presses the loud pedal...

Impact II Combo Board

68030 card with SCSI Controller and RAM ■ £1495 ■ Great Valley Products

MOTORBIKES ARE SPEED for pure fun: faster processors aren't. You have to have a darned good reason for investing this kind of money. Most things you can do with an Amiga aren't speeded up by a faster processor anyway, and you'll soon get sick of watching the Workbench window whizz smoothly up and down at the end of your mouse pointer only to discover that it's disk access times that are really slowing your word processing down.

But if you are into 3D rendering or getting obsessed by 24-bit graphics on the Amiga, speed is of the essence. Here a job that could take hours can be done in minutes instead, as the 68030 chip and its accompanying 68882 maths co-processor bang through the complex mathematical calculations at many times the speed of a standard Amiga.

Impact Series II Combo Board
£1495 Power 0234 843388

Impact Series II A500-HD+
£450 for 50Mb Power 0234 843388

Each 1Mb of RAM you add will cost £40 for the chips.

Over the past year I have slung plenty of different accelerator cards into the trusty 2000. When they didn't crash they all definitely speeded up the machine, but the differences between them were really minimal.

The GVP Combo is a different kettle of fish. It's claimed to be the fastest accelerator card around, and it certainly piles on the speed. The Workbench windows slide about silkily, *Imagine*'s modelling views update almost instantly and you get through much less tea when you're waiting for a 3D render.

The Combo card contains a 33Mhz 68030 CPU and 68882 FPU (floating point unit), both surface mounted to a six-layer PCB. There is 4Mb of 60ns 32-bit RAM surface mounted, and slots for another 12Mb of SIMM chips. The SCSI controller is a very fast autobooting DMA device that can access 16Mb of RAM rather than the mere 8Mb that your Amiga is normally limited to.

Does it work with everything? Well, to be honest, no. But then my B2000 has a very early revision 4.4 board that has severe timing problems and suffers for it. Considering this, the GVP board is remarkable. Admittedly some programs seem a little fragile, falling over occasionally after quitting, but all Amiga owners are used to a little meditation. Those lucky people with revision 6 motherboards should have fewer problems.

The only other hitch is one that occurs with every accelerator I've ever tried. One in three start-ups or resets leaves you with the bottom fifth of the screen being out of bounds to the pointer. Sometimes another reset clears things, but usually a start from scratch is required.

Some software, particularly games, will refuse to work with a new processor, so most accelerators can also pretend to be the plain old 68000. In this case, you run a program called *Boot68000* – and if you do, it'll happily run everything.

More remarkably, if you don't run another program called *SetCPU* (which copies the KickStart into RAM for extra speed) the GVP combo will work with AMAX 2, speeding up the Mac emulator and making seriously good Mac programs like *Aldus FreeHand* worth using, for the first time!

GVP, in their usual efficient way, have created a very stable and powerful card. It all works excellently and, though I didn't make benchmark tests, it certainly makes the Amiga a lot faster, cutting a rendering task that would have taken half an hour down to about three minutes on average. Now everything in the next render can be made of glass and I'll have time for tea again...

GVP HAVE A REPUTATION: their products are generally excellent. It isn't just the physical hardware, either: the software is nearly always very user friendly and doesn't crash.
The most popular GVP product of them all is the Series II Impact hard drive. Available for both the A500 and A2000, it features extremely fast controller circuitry, quality hard disk units (usually Fujitsu or the ultra-reliable Quantum) and lots of RAM expansion potential using SIMM modules.
The latest A500 version has its own power supply (no more unexpected crashes due to power shortage!) and a game/autoboot switch, which is dead useful - you can cut the hard drive out and boot from floppies while still using the RAM in the hard drive. If you're looking for an A500 hard drive, look no further.



This excellent hard drive is styled to look like an A500 expansion. The fact that it also works the best is pure coincidence!

Impact II Combo Board

SPEED ●●●●
GVP make the best accelerators and this is one of them. Definitely faster than most.

DOCUMENTATION ●●●●
A 54-page booklet with plenty of reference and all you need to know to set up the board.

ACCESSIBILITY ●●●●
Plug it into your CPU slot, modify your startup-sequence and go. Easy!

FEATURES ●●●●●
Has everything that a 'state-of-the-art' board should have - and more.

VALUE ●●●
The most expensive 33Mhz accelerator there is, but also the fastest. Adding memory with 4Mb SIMMs might be costly!



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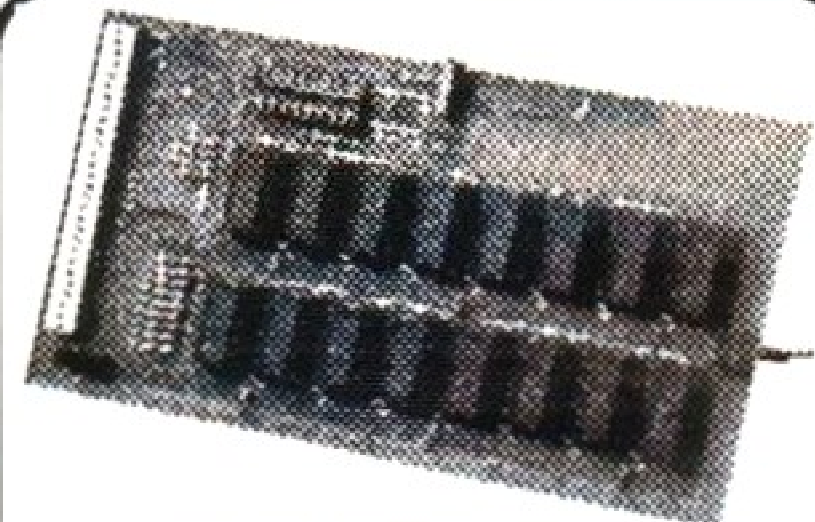
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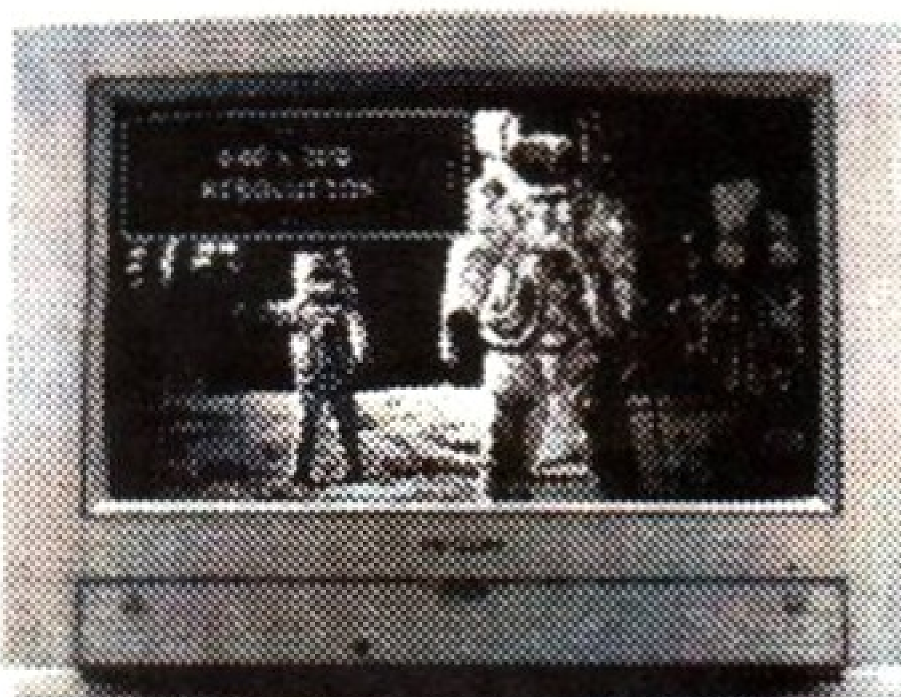
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Concept Keyboard

Programmable Keyboard ■ £246.40 ■ Concept Keyboard Company

Not everyone finds the Amiga easy to use, but a new kind of input device promises to change all that by allowing access to all. **Mark Smiddy** pushes the button that opens doors for people with special needs.



The Concept Keyboard may look like a turbo-charged ZX81 - but looks can be very deceiving.

YOU COULD BE FORGIVEN for thinking the Concept Keyboard is some new idea in multi-voice, polyphonic, velocity sensitive MIDI keyboards as it costs the thick end of 250 quid. Sorry, music fans: this is one item of hardware that won't help you arrange The Planets Suite in one movement. But it will enhance just about every application that requires QWERTY keyboard input.

The original Concept Keyboard, designed by the then Star Microterminals, started life almost ten years ago as a Special Needs education peripheral for the Acorn BBC Micro. The idea was to provide an input device usable by children and adults with limited co-ordination or cognitive abilities.

The problem is that such people can have difficulties using conventional methods of communicating with a computer because they often cannot manipulate a keyboard accurately or more frequently even read the letters. Even the mouse, another recent innovation, requires a certain amount of co-ordination. Similarly, touch sensitive screens are rarely accurate enough to be of any use. This left programmers (and at the time I was doing just that) with a paradox; how do you design a program to educate people who cannot easily respond to questions?

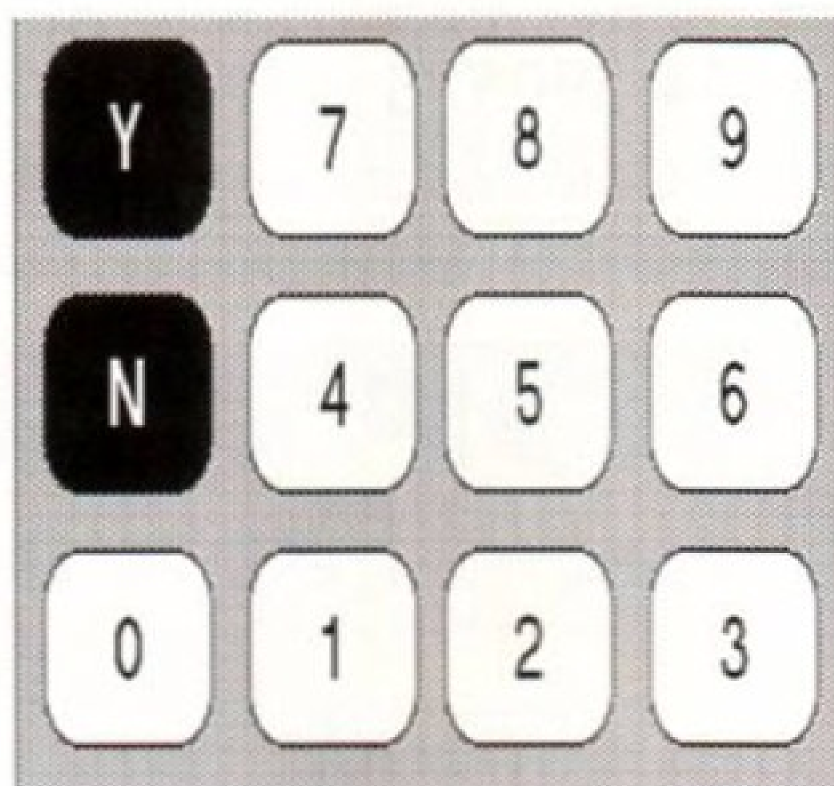
UNTIL QUITE RECENTLY, people were taught by the 'rote' method, where subjects are taught by constant repetition of information. This can be applied to many areas of education because little or no user interaction is required – except for testing. If you have memories of "two twos are four, three twos are six, four twos are eight" echoing round the classroom then you were probably taught by rote.

The Concept Keyboard changed all that with an impact that was felt throughout Special Needs education. Quite simply it was a breath of fresh air, opening doorways no-one even imagined possible. However, when the BBC Micro developed into the powerful – and expensive – Archimedes, the idea was almost lost for all time.

Interestingly, in the early development stages of Commodore's BBC Emulator, it was suggested a hardware add-on – to emulate the BBC's User Port – should be designed to make use of existing BBC hardware such as the Concept Keyboard. This was eventually decided to be too expensive so when Star Microterminals (now The Concept Keyboard Company) decided to developed the keyboard for the Amiga, they had to choose a different method of interfacing.

SO HOW DOES IT WORK? The Concept Keyboard is, in essence, a plain keyboard with, 128 or 256 individually programmable, touch-sensitive areas. One obvious advantage of this design is its robustness and resistance to spilt cups of tea.

The whole thing initially looks like an odd idea, but in effect you have a touch sensitive area with a resolution of 16-by-8 or 16-by-16. This allows you to design keyboard layouts ('overlays') tailored to the needs of individual programs. Overlays can be anything from numbers and letters to pictures: anything. One



Simple overlays like this one are suitable for a surprising number of programs. This was designed and implemented for the AMOS PD offering, Treasure Hunt, in less than five minutes.

enterprising programmer I know, created overlays by sticking real objects – coins, cut-outs and the like – to overlay sheets and using them in educational programs.

WHAT MAKES IT SPECIAL is the incorporation of an overlay manager. This allows anyone to design overlays and use them with existing software. The system works well with almost anything that can be run from the Workbench or CLI, though auto-booting software cannot be used. The overlay designer is, to say the least, very clumsy, but a new version is said to be imminent.

I tried the keyboard with AMOS-created programs like Treasure Hunt (AMOS PD) and Hooray For Henrietta (Scetlander) plus Kosmos', Answer Back Quiz. Although the AMOS stuff had to be started from a CLI, it proves the keyboard works, and works well, opening up a vast range of existing applications to special needs clients. I wonder who will be the first to incorporate a Concept Keyboard interface as standard?

For the sake of old-timers and new users alike, the new unit does not rely on the old design's use of a hardware bus, using the existing serial port hardware instead. Although the port only supports a fairly slow baud rate (4800) it is quite fast enough to cope. Although a lot of existing software can benefit from the Overlay Designer, writing software for the keyboard is theoretically simpler than ever before.

Since the 23 way "D" serial connector is now standard on all major micros, production should hopefully go up allowing the still prohibitive price to come down. By the middle of 1992, if sales are proceeding as planned, the A3 size model will become a reality. In any event, the existing A4 unit is functionally at least as good as the original and it looks better, too. Also, bona-fide educational establishments can enjoy the benefits of a special discount scheme. Any Amiga owner with physically or mentally disadvantaged children would be well advised to look at this. AF

THE CONCEPT KEYBOARD
£246.40 (£178.25 plus VAT for educational users only)
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Product Name

SPEED ●●●
At just 4800 baud, it could hardly be called a fast serial device...

DOCUMENTATION ●●
The overlay designer's is borderline; the user guide is good though.

ACCESSIBILITY ●●●●●
The appalling software interface contrasts with the brilliant hardware like coal in a blizzard.

FEATURES ●●●●
A fairly wide range of options - for those prepared to program.

VALUE ●●●
Most readers will have no use for this device whatsoever. Those that do will find it invaluable.



85%

Fractal graphics techniques and 24-bit colour combine to allow you to create three-dimensional landscapes of stunning realism. **Paul Lyons** shapes the land...

VistaPro

Fractal scenery generator ■ £79.99
Virtual Reality Labs



This is how a *VistaPro* image looks when it is rendered in the maximum possible resolution with all the tweaks turned on and output as 24-bit colour to a Postscript device. It's pretty stunning.

NOT JUST A FLY-AROUND landscape toy, this. Virtually every feature of a vista is user-definable. Change the angle, direction and intensity of the lighting; add rivers, lakes and raise or lower the sea level; change the colours of the land and sky; move the tree and snow lines; smooth, shade or sharpen the landscape.

The way *VistaPro* works is by taking the US Geological Survey Digital Elevation Models (USGM DEMs) and rendering them using its own version of artificial intelligence. A number of these landscapes are provided with the program and literally hundreds more are available from as *Vista* Scenery Disks.

However, *VistaPro* also has a fractal landscape generator which creates scenery just as spectacular as anything on Earth. If you just change the seed number, *Vista* will create over four billion different fractal landscapes from islands to canyons.

The rendering of a landscape is really very simple. Using the mouse, you position the camera (your viewpoint) and the target (the point you want to look towards). Decide what resolution you want to render at, and click the Render button.

If you have an A500 at this point you should go and get something to eat, have a bath, watch some TV and perhaps visit a few friends. The point I'm trying to get across here is that it's slow. Much faster than the original *Vista* it may be, but on high resolution it takes a seriously long time to render on an A500. The high-resolution 24-bit images on these pages took well over an hour to render on a standard A2000.

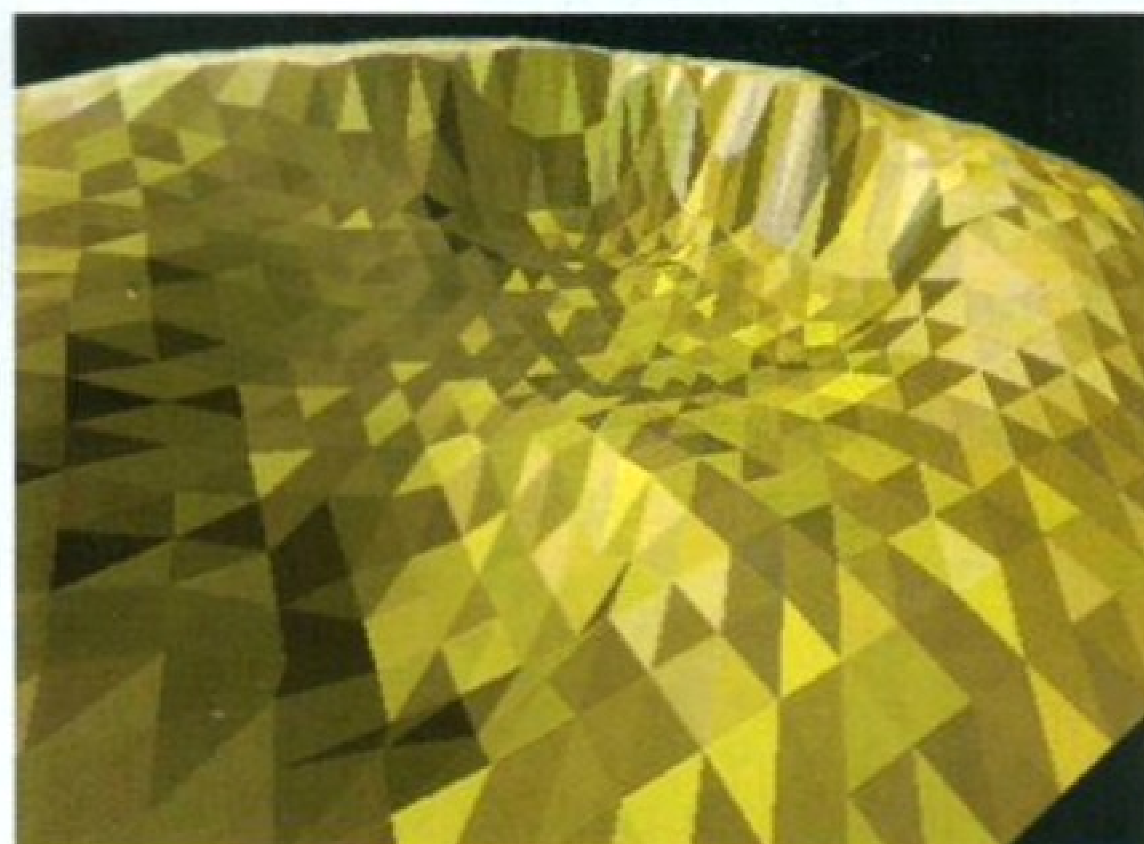
If you need extra speed more tham you need extra cash there are ways to decrease the time it takes to render an image. Because creating three-dimensional landscapes is a very maths-intensive task, the addition of an accelerator board with a maths co-processor can reduce rendering times of 80+ minutes to less than five.

Rendering an image in detail is a serious undertaking and unsurprisingly *VistaPro* does not work in real time. However, the program has a bulit-in animation scripting system that allows you to create high resolution HAM fly-throughs of a landscape.

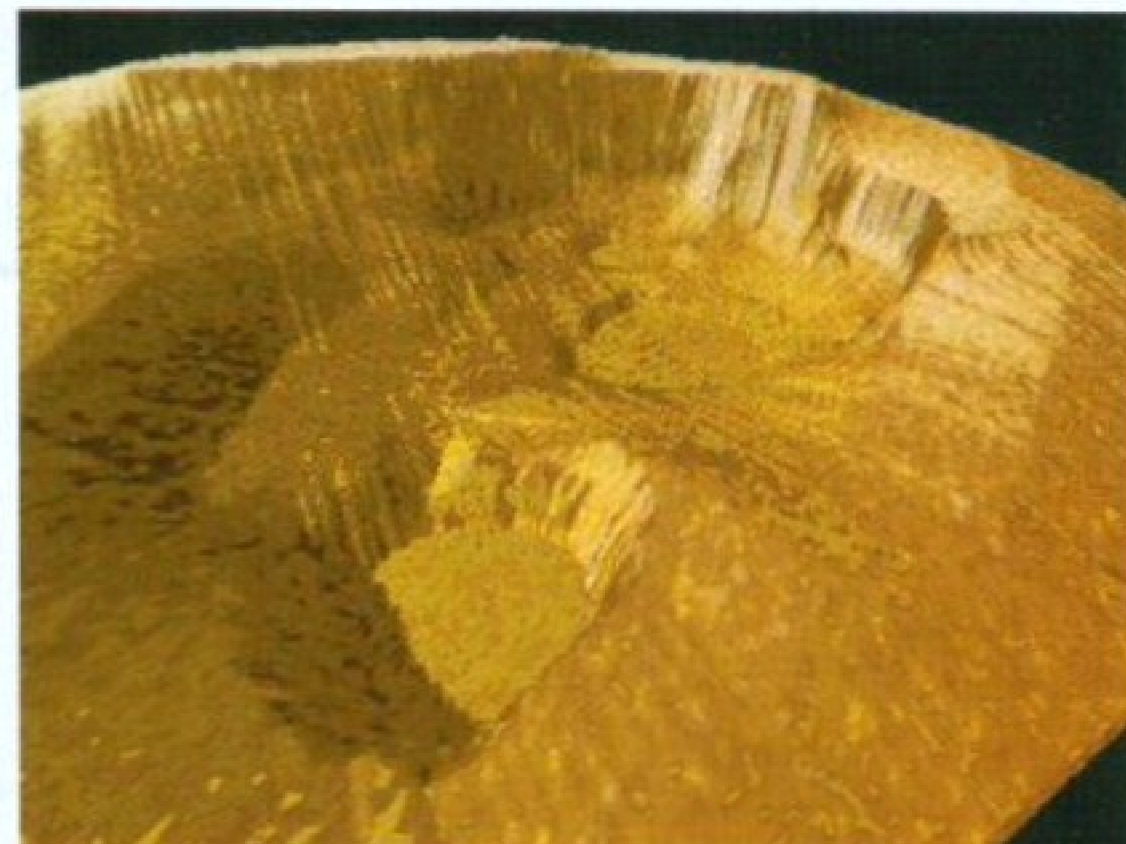
To create an animation you first set up the landscape just as you would for a single-frame render. Once you're sure of the colours and lighting, you create a script – a list of different camera and target positions – by simply moving the target and/or the camera very slightly and saving the new position.

VistaPro
£79.99
HB Marketing
0753 686000

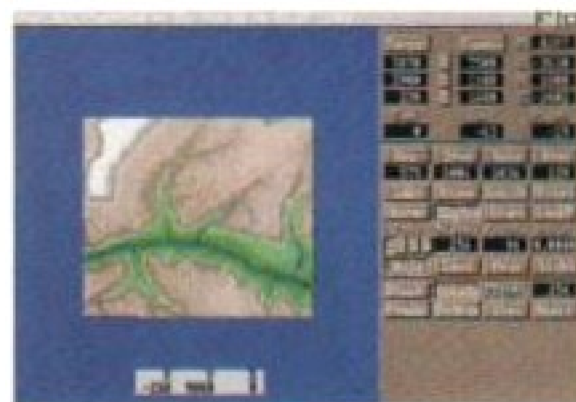
BUY YOURSELF A PIECE OF MARS



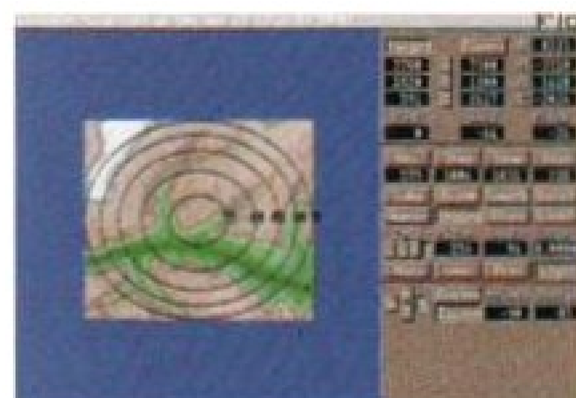
If you tire of the landscapes provided with *VistaPro* (and the four billion others that can be created using the in-built fractal generator), there are literally hundreds more available on disk from the UK Distributors, HB Marketing. Scenes are as wide and various as the Moon, the Grand Canyon and large chunks of the Rocky Mountains. Plans are afoot to have a set of UK landscapes created, but as yet there is no date fixed. Really keen Vistarians can obtain the Vista DEM format specifications to create their own landscapes by sending $5 to VRLI in California.



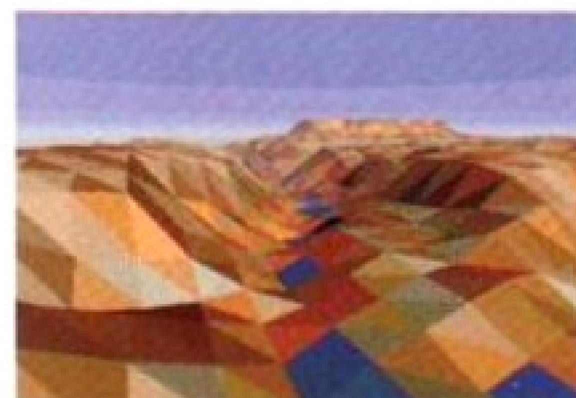
CREATING LANDSCAPES IN FOUR EASY STEPS.



ONE: Open *VistaPro* and load a map in from disk, or click on the fractal control to generate a artificial mathematical one. Move the target and camera to the desired position in space and enter the desired heights in the dialogue boxes on the left. Add rivers, lakes, waterfalls and sea by clicking the correct button and clicking on the map where you want the feature to start. Sea raises the sea level to that point; lakes fill the surrounding are to that point; rivers start at that point and run downhill forming lakes where the water pools.

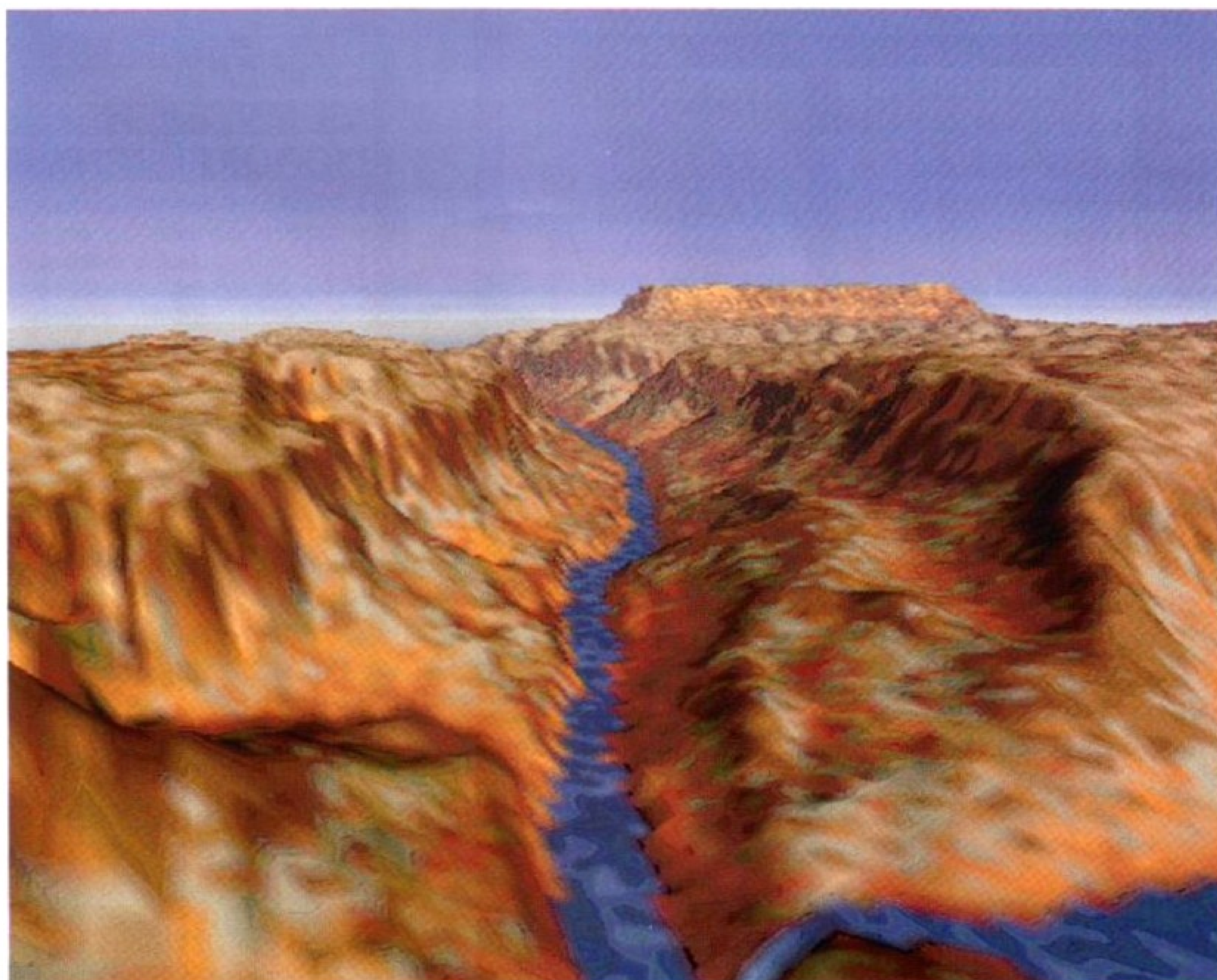


TWO: Click on the lighting panel and adjust the angle and direction of the light using the mouse. Adjust the angle of view using the lens control.



THREE: Do a low-resolution test render to check the angle and lighting by selecting '8' on the render panel. Repeat stage two as necessary until you are satisfied with the result.

FOUR:Set the resolution at the desired level and add Blend, Smooth and Gouraud Shading as necessary (these are added last because they greatly increase the rendering time). Click Render, wait and there you have it - in this case a large chunk of the Grand Canyon appears before your very eyes.



For a continuous loop of animation, repeat this task until you have a closed loop of target and camera points. Now check that you have enough disk space (30-40K per frame will be needed for low res HAM) and click 'Script, Execute'. For a 10-second anim at 10 frames per second in low-res HAM you need about 4Mb of disk space and between 60 and 70 hours on a non-accelerated Amiga. We set ours up on Friday night and let it run…

The package also includes a proprietary animation player called VANIM which allows you to view your creations at up to 13 frames per second. To use it all you have to do is enter the CLI and type:

Viewer <name of the animation>

The animation will automatically load and run – the frame rate can be controlled from the numeric keys on the keyboard while the key-pad acts as a fast forward/rewind system.

***VistaPro* is instantly enthralling.** Visitors to the *Amiga Format* office have found the sight of half the team crowded round a monitor puzzling, to say the least. But the expectation of another new landscape coming into view is so strong that after a few hours you even begin to believe the 'California–speak' in the manual – "*VistaPro* will free humanity from its current boundaries..." There's a strong compulsion to see what the landscape looks like from over there, or higher or at night, or at sunset...

Using the fractal landscape generator you can also create landscapes based on particular numbers such as dates of birth. In all it's a facinating program that delivers high-quality results and a lot of fun combined with a good deal of educational value

The only other program on the market that really compares to *VistaPro* is its predecessor *Vista*. Even between such close relatives there really is no comparison: *VistaPro* is faster, more heavily-featured and produces results of a vastly improved quality. At £80 it's not a cheap program, but the polished interface is a joy to use and the quality of the results it produces speak for themselves.

Add to this an almost overwhelming degree of control and an animation engine that is child's play to use and there you have it – *VistaPro* is most definitely a winner.

VistaPro

SPEED ●●
Er, slow. But then at top resolution each image contains 130,000 polygons in full 24-bit colour...

DOCUMENTATION ●●●●
An excellent manual that tells you all you need to know about landscape generation.

ACCESSIBILITY ●●●●●
Load the program, load a landscape, click render. It's that easy to get going.

FEATURES ●●●●●
Sub-menus and dialogs give incredible control over every conceivable aspect of rendering.

VALUE ●●●●
At £80 it's not cheap but the results speak for themselves. Have patience and enjoy!



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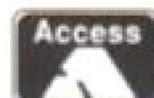
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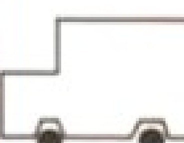
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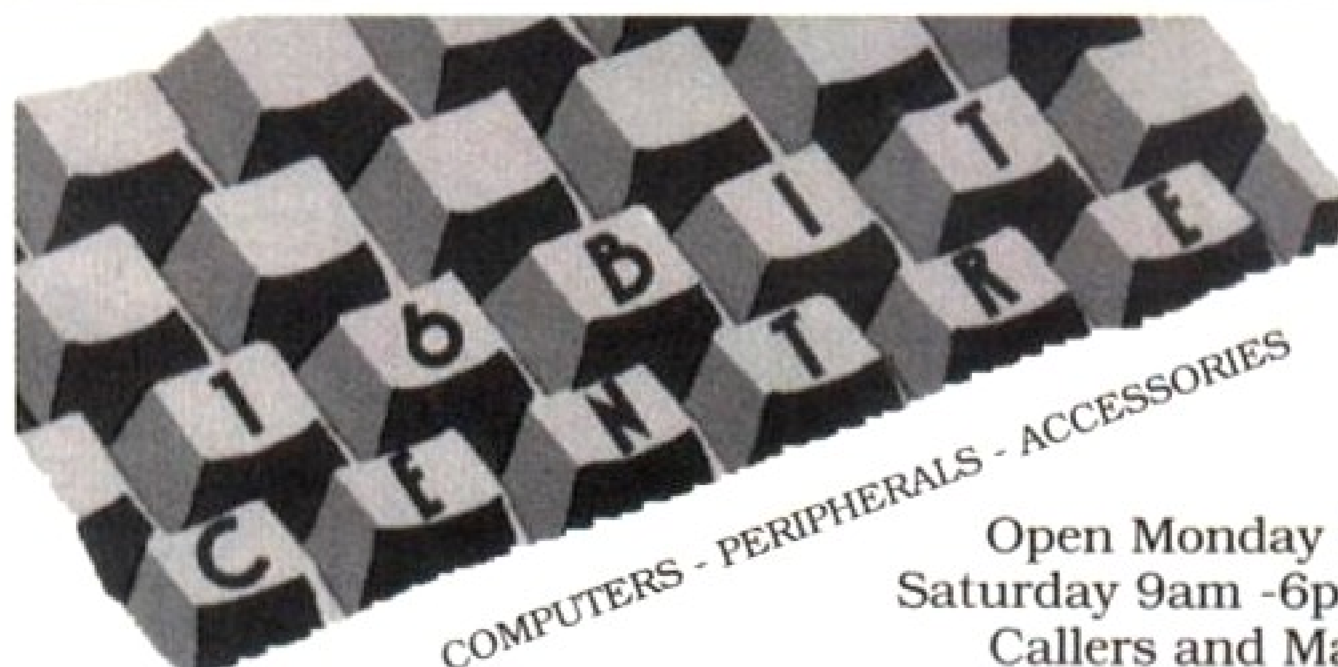
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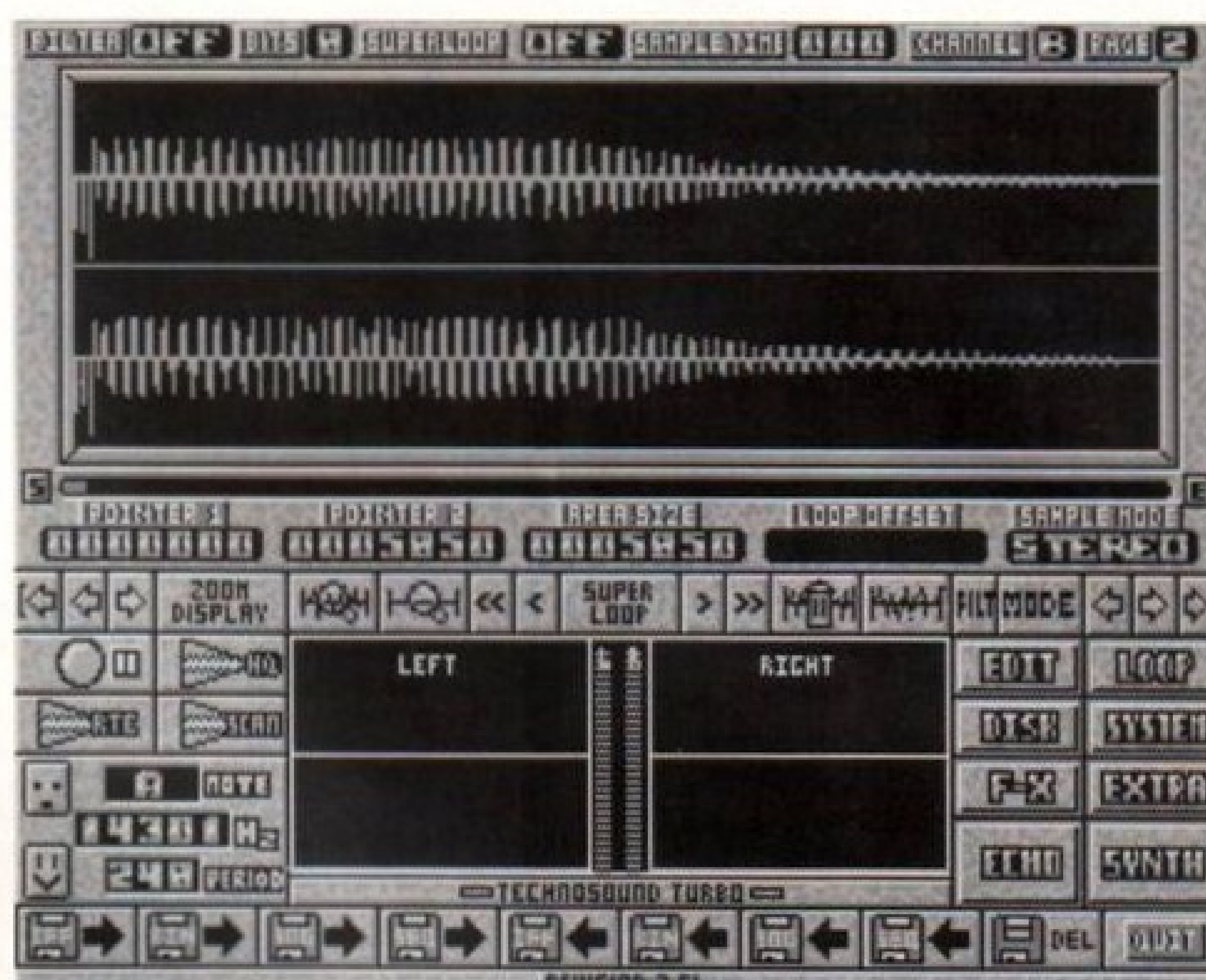


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This entry-level sampler may be cheap, but in our round-up four months ago the hardware came out very well. Now the software's been updated to add a sequencer, so you can make samples into songs. **Maff Evans** cops an earful and passes judgement.



Anyone who already has TechnoSound might not be able to spot much of a difference in the Turbo version. In actual fact nothing has changed in the main program, the additions being sequencing and effects from new buttons.

TechnoSound Turbo

Sound sampling package ■ £35.99 ■ New Dimensions

BACK IN ISSUE 17, we reviewed a sampler by the name of TechnoSound. Despite the relatively cheap asking price and simplified functions, the package marked a new market for 'entry level' samplers – a system whereby even novices to Amiga music could start to experiment with sounds and tunes.

These days advances in technology wait for no man, so after eight months on the market it's well worth updating established systems. This is exactly what New Dimensions have done by releasing a new version of their package under the name TechnoSound Turbo.

The hardware is unchanged and the basic form of the software is the same as the original, in that most of the functions are based around the same interface system. The controls are laid out in pretty much the same way, with the main play, record, zoom and mode controls being placed in their own positions on screen.

The extra functions, such as editing, looping, disk control and real-time effects, are called up by clicking on buttons to the right of the screen. Each button will make a different strip appear at the bottom of the screen, containing a series of controls which can be used in combination with those on the main screen.

Recording a sound is pretty simple. Just start your input to the sampler, adjust the level until the input scope display doesn't overload and press the Record button. The program will then monitor the input until you hit the left mouse button to start sampling.

Actually editing a sound is a much more complex affair. The only way to zoom in on a particular piece of a waveform is to move the start and end pointers, which also control the loop. This sounds easy enough, but the fact that you have to use the left and right buttons to move the start and end pointers respectively and that there is only a two-level zoom makes editing a far from fluid process. Also, a niggle from the original TechnoSound is still present. There is only a 50K edit buffer! This means that you can only snip away pieces of your waveform a little bit at a time, which is hardly conducive to intuitive sample editing!

The most significant addition in the Turbo version is the sequencer. This comes in two forms – the first is a simple sample sequencer which allows you to string sounds together to form rhythm patterns. The second editor is MIDI-based, allowing you to set up full MIDI compatible tunes.

Unfortunately, the full potential of this system hasn't really been realised. The editing screens for both sequencers take up about an eighth of the total screen, with small, fiddly controls which aren't obviously marked.

If you really want to include samples into your own tunes, you'd be better off going for a dedicated entry-level sequencer, such as Aegis' *Sonix*, rather than struggling with this rather simplistic system.

TechnoSound's major strength is that it is a no-nonsense, low-cost, easy-to-use system aimed at beginners to the world of sampling. Unlike other entry-level systems, the sound quality manages to measure up favourably with many more advanced and more expensive systems. TechnoSound Turbo continues the tradition of a low-cost, entry-level sampler and boosts the package by adding some very nice real-time effect options.

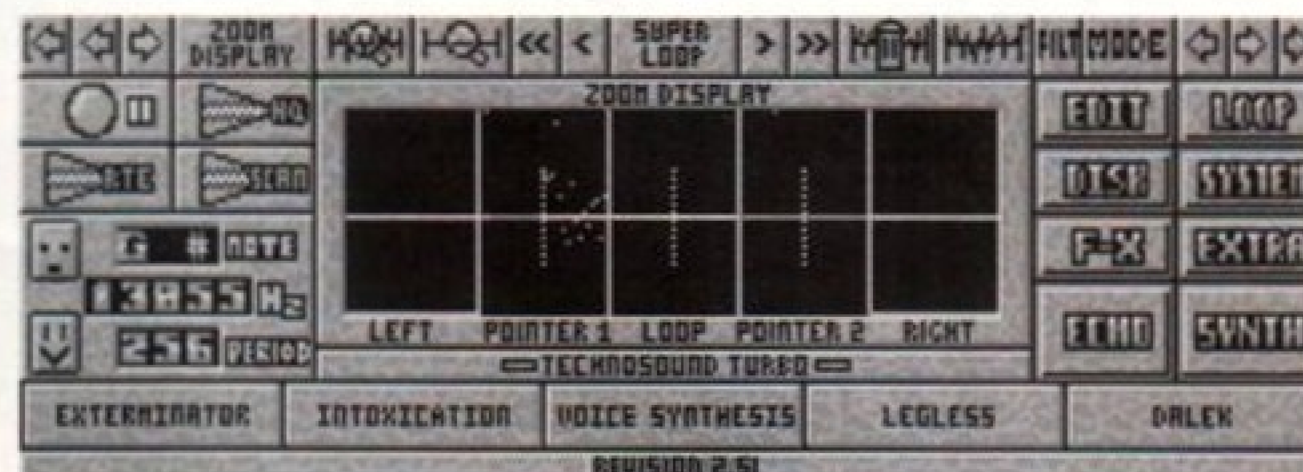
Unfortunately this is the only real improvement over the original system – the sequencers do not cut it – and established users may not think it worthwhile to pay another £6 just for a few new effects.

But if you are new to the world of sampling the package is still an extremely good place to start, particularly with the new additions. If you're thinking about updating to the new system, then I suggest that you try the new version out before you buy: but then again, £6 isn't a great deal to pay for an effects unit in this day and age!

EXTENDED REMIX – *TechnoSound Turbo* offers a number of refinements and additions over the original version to bring the package up to date.

PLAY TYPES – Instead of simply having the option to play a sound, you can now scan the waveform as it is played, play back in HiFi mode with a blank screen or play at the default sound rate.

REALTIME ECHO – A series of new echo settings has been included, along with the ability to program your own echo set-ups in full stereo.



VOICE SYNTH EFFECTS – As well as echo and phasing effects, you can also use a series of strange vocaliser effects including pitch-shifting and 'Dalek' effects.

MULTITASKING – You can now load *TechnoSound* via the CLI and access Workbench from the main program.



SEQUENCING – Samples can be constructed into rhythm patterns or a full-blown MIDI sequence written within the sampling program itself.

Technosound Turbo
£35.99 New Dimensions0291 690933

Technosound Turbo

SPEED ●●●
Mostly pretty good, but some options, such as disk commands, seem to take an age.

DOCUMENTATION ●●●
Good tutorials and manual, but a few example tunes on the disk would make things clearer.

ACCESSIBILITY ●●●●
Pretty straightforward, but some options are rather fiddly to use. The manual does help.

FEATURES ●●●
Pretty ropy editing and sequencing functions, but the real-time effects are excellent.

VALUE ●●●●
A cheap system, for the price it offers novices a good springboard into Amiga music.



81%

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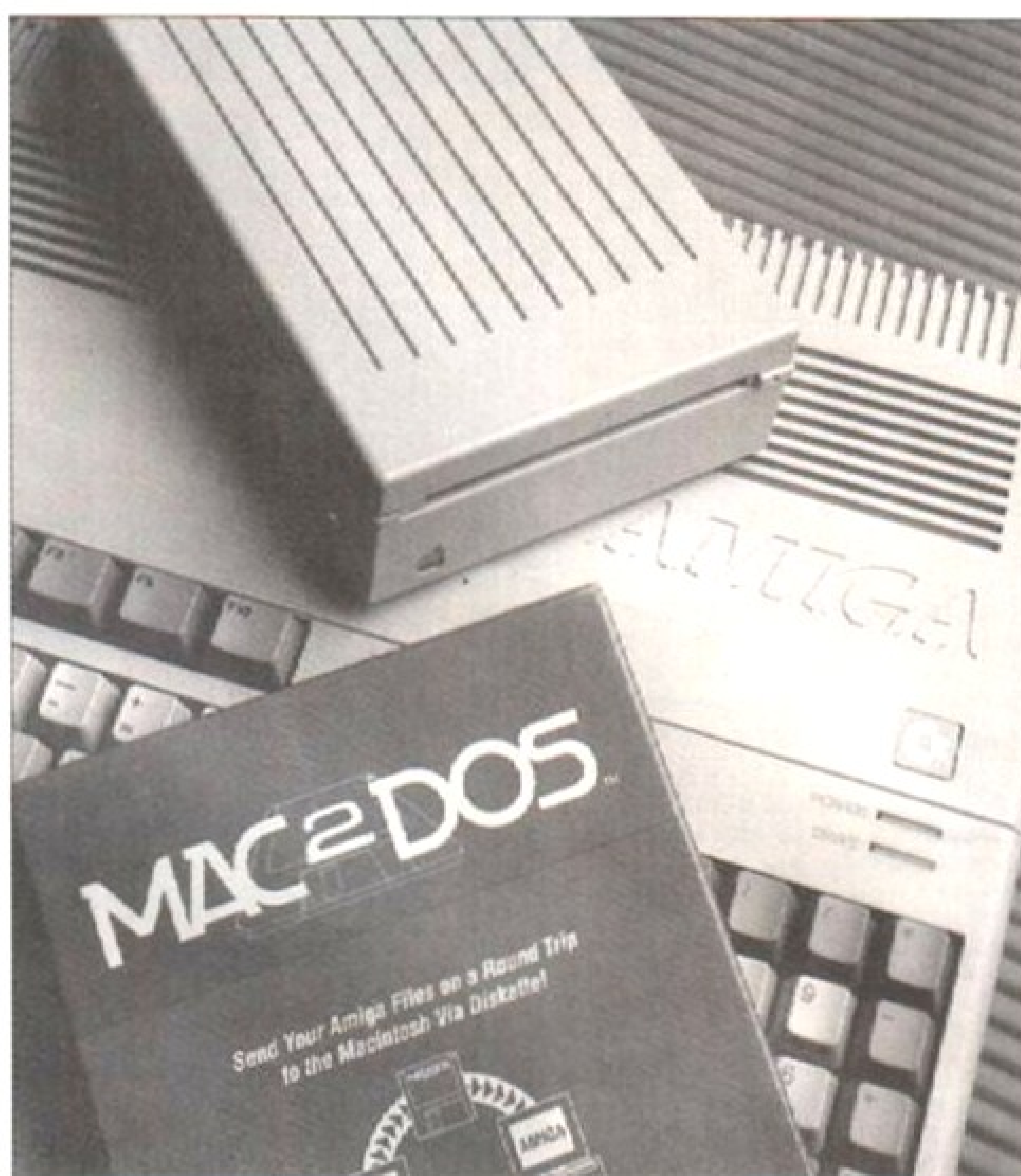
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If you have any good reason – and there are quite a few – for wanting to transfer files between your Amiga and a Macintosh, then listen up as **Paul Lyons** describes a utility to do just that.



Mac–2–Dos

Mac–Amiga file transfer

£79.95 ■ Central Coast Software

IF YOU'RE INTO Graphics, DTP, word processing or music, if you're in education or if you're working in the publishing or design worlds, sooner or later you'll come into contact with Apple Macintosh computers. Macintoshes are fine machines, but unfortunately (for Mac owners!) everything costs three times as much as it does in the Amiga world. However there are times when it would be very handy to be able to read and write Mac files from the comfort of your own Amiga. Which is where *Mac–2–Dos* comes in.

With the aid of a Macintosh disk drive *Mac-2-Dos* allows you to read and write files in Macintosh format. Not only that, but the program will create icons for transferred files allowing them to be opened on a Mac or Amiga just by clicking on the icon.

Text files, clip art, IFF files, SMF (standard MIDI files) can be transferred), even database files can be passed between one application and another. Most interestingly on the DTP side, Mac-2-Dos gives you access to a vast number of Mac DTP bureaus. PostScript files generated by an Amiga DTP program can be saved onto a Mac disk and output to film on a high quality imagesetter just as if they were Macintosh files.

Installation and operation is pretty simple. Plug the Macintosh drive and hardware adaptor into the disk drive port of your Amiga. Double-click on the icon from Workbench (or use the CLI) and enter the application. Unfortunately, if you have partitioned your hard disk you have to place a copy of the program into every partition from which you wish to copy files. Exchanging files is very simple. Insert a disk into the Mac drive: format and name it as necessary (remember this is a Mac disk and can have up to 31 characters in the name). To copy files, just click on the name of the file to be copied and the copy arrow will change to face in the direction of copy. Check that any conversions required are turned on and click copy. Er... to coin a phrase... that's it!

One of the nice touches of *Mac-2-Dos* is that rather than just doing a straight data port, the program can also do file conversions and create icons. For example, if you have an IFF file that you want to paste into a Mac DTP program rather than just doing a straight transfer of the file, Mac-2-Dos will convert the file into *MacPaint* format.

In addition, the Macintosh creates icons for all files automatically, using the type of icon to determine which programs can open the file. *Mac-2-Dos* allows you to allocate a Mac icon to outgoing Amiga files (and vice versa). This means that when the file arrives on the receiving computer (say a text file from Protext appearing on a Mac), it appears with the icon of the receiving application (say, *MacWrite*), ready for use.

Mac-2-Dos is a fine package with a number of good features and nice touches. Unfortunately, you can't read and write Mac files from the CLI or from within other programs. Unlike its sister program *Dos–2–Dos* which uses standard Amiga drives, the Macintosh drive cannot be used to read and write standard Amiga files. There was a version which allowed you to do this, but Central Coast software have been unable to secure a sufficient number of the unique disk drive that made the operation possible, so the pack is not longer available.

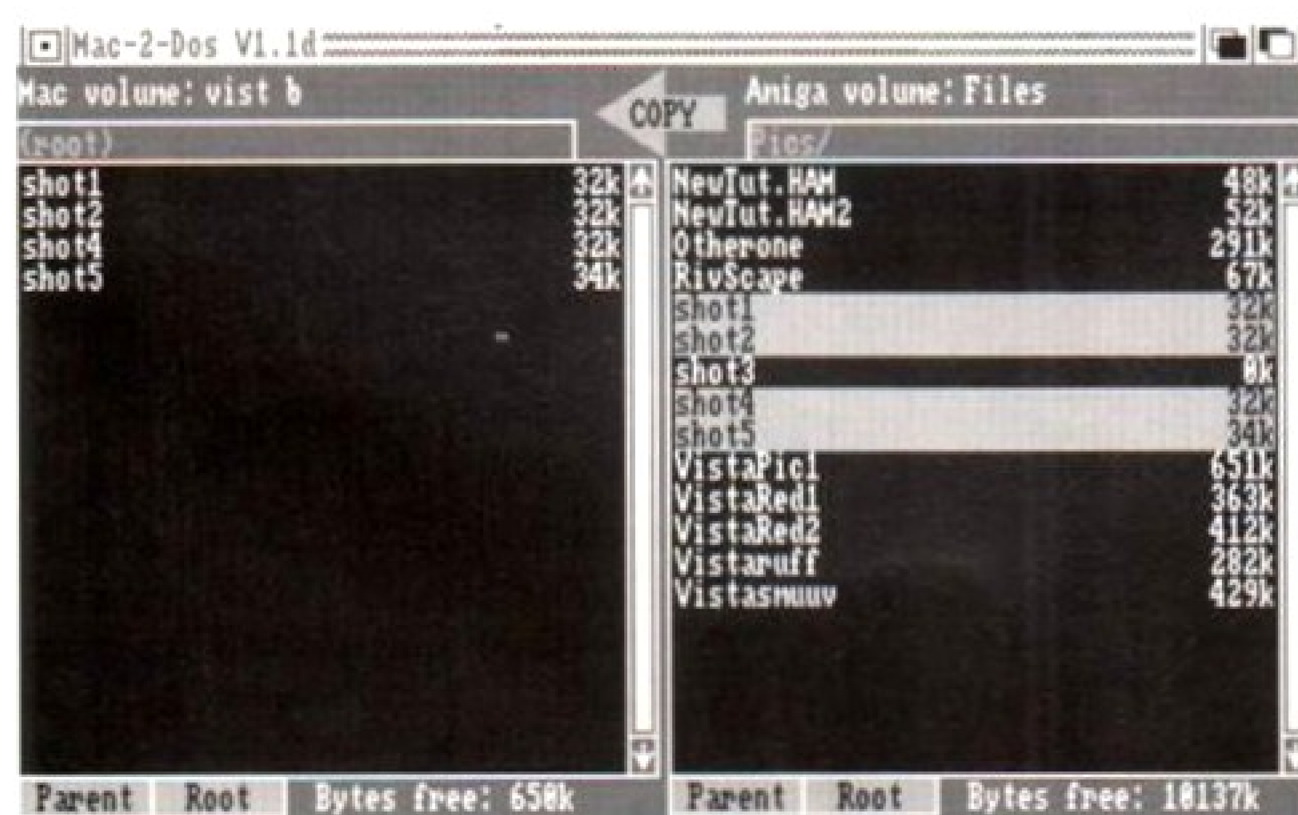
There are cheaper ways of doing the same task – we use CrossDOS to save Amiga files to a PC disk and then read those on the Mac. While Mac-2-Dos can't match this system on price it is an elegant one-step solution to the problem of Amiga/Mac file exchange.

Mac-to-Dos
£79.95
Silica 081 309 1111

Mac disk drive
£149.95
Silica 081 309 1111

Thanks to
AppleCentres West (0272 225661) for providing the Apple external drive.

File transfer operations are easy: just select your files and click on the Copy button. Icons are added for you.



Dos–2–Dos

Amiga–PC file transfer ■ £44.95 ■ CCS

Anyone wanting to transfer files from Amigas to IBM-compatible PCs has a much wider choice of translation software than in the Mac world. Both *CrossDOS* and *MessyDOS* (PD) are excellent and well-established programs. *Dos-2-Dos* works in pretty much the same way as *Mac-2-Dos*, except that where the *Mac-2-Dos* has a Mac-style graphical interface, *Dos-2-Dos* has a CLI-style box, much beloved of PC users.

Unfortunately, like its Mac counterpart, Dos–2–Dos has one distinct disadvantage when compared to the other commercial program, *CrossDOS*. To use *Dos–2–Dos* you have to go to the Shell and run the program with all subsequent commands being typed in a separate window. Compare this to *CrossDOS*, which runs in the background and allows the user to address it from the Workbench, the CLI or – most usefully – from within any program. *CrossDOS* can be obtained from Silica (081 309 1111) for £25.

DOS-2-DOS 70%

Mac to DOS

SPEED ●●●
Not fast, but still much quicker than using comms software or Amiga–PC–Mac systems.

DOCUMENTATION ●●●
Acceptable documentation that could have been improved by the addition of screen-shots.

ACCESSIBILITY ●●●
Reasonably easy to understand, although the text-only manual doesn't help matters.

FEATURES ●●●●
Automatic icon creation and file conversion greatly enhance the basic task of conversion.

VALUE ●●
£80 for the software plus £150 for the disk drive makes this a pricey conversion system.



74%

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MEGADEMO MANIA

We've been asked recently for more megademos. So as requested here's the definitive list of the greatest. Please note: Our numbering system started at 100, so early 100 are about 2 years old!

D 001 ALCATRAZ MEGADEMO 4 (3 DISKS) Brilliant! One of the biggest.
D 002 TRIANGLE MEGADEMO Good scrolls and vectors. Bit dated now.
D 004 DARKNESS MEGADEMO Original loader, but otherwise bland.
D 008 STATIC BYTES MEGADEMO Six parts, clever stuff.
D 014 CRYPTOBURNERS MEGADEMO 2 Contains some good demos. worth a look.
D 030 CAVE MEGADEMO Certainly not one of the best. Colourful though.
D 034 BUDBRAIN MEGADEMO (2 DISKS) A classic! Not to be missed but beware of the very risque cartoons.
D 035 CRIONICS MEGADEMO Another great! Famous for the Madonna part.
D 046 ACU MEGADEMO An early demo from Oz. They had more to learn.
D 061 POSSESSED MEGADEMO (2 DISKS) Good animated space intro
D 067 MIRAGE MEGADEMO (1 MEG) Yet another good one. Some good FX.
D 078 CRIONICS NEVERWARE (1 MEG) Famed for the brill Madonna graphic.
D 080 KATHARIS MEGADEMO From Poland! Famous X-Copy demo, plus.
D 081 INTUITION MEGADEMO Includes the flashiest ever acid demo.
D 091 FILLET THE FISH Similar to PUGGS, but not as good, still brill.
D 123 FASHION MEGADEMO Early stuff! Better was to come
D 125 DEXION MEGADEMO Underrated at the time. Old but good
D 127 SCOOPEX MEGADEMO Showed great promise of the future
D 132 ARCADIA MEGADEMO Ok I'v forgotten what it's like...try it!
D 135 REBELS MEGADEMO Excellent for its time. Good demos.
D 136 ALCATRAZ MEGADEMO Again underrated at the time but very good.
D 138 RAF MEGADEMO (2 DISKS) Still fresh after all this time!
D 140 KEFRENS MEGADEMO Collectors item? Great programming.
D 141 PHENOMENA MEGADEMO Brilliant group today, always been good.
D 146 RSI MEGADEMO (2 DISKS) An all time great! Still good today! Great music and graphics. A must!!
D 150 IAN & MICK MEGADEMO Inc. classic toilet door demo.
D 151 DEATHSTAR MEGADEMO Brilliant cosmic explosion as intro.
D 153 PUGGS IN SPACE Not generally classed as a megademo, but not to be missed. Great for the kids.
D 160 TRILOGY MEGADEMO (2 DISKS) Includes game, a classic, contains a joke, or is it a bug? You decide.
D 161 PREDATORS MEGADEMO (2 DISKS) Don't miss this one, great sound, graphics and game. Another classic.
D 162 KEFRENS MEGADEMO 8 Yet another classic! and not to be missed.
D 166 SILENTS MEGADEMO Early Silents, the brilliance is born!
D 180 SCOOPEX MENTAL HANGOVER Another classic which pushed the boundaries of the Amiga light years on.
D 211 KEFRENS PYRAMIDS MEGADEMO Clever but so so
D 214 GOLDFIRE MEGADEMO Not at all bad for beginners. Nice lips!
D 223 BUDBRAIN MEGADEMO 2 Not quite as good as the first, stillgood!
D 225 HORIZON MEGADEMO (Sleeping Bag) Superb ray traced anim. Great

LATEST & GREATEST PD LIST

D 033 TOMSOFT TRIP TO MARS. Vector graphics with a theme *
D 186 COMA DEMO. Flashy acid demo, together with more great demos *
D 190 RSI CEBIT DEMO. Terrific demo, with the best ever music *
D 220 PAH! SIMPLE STUFF VOL 2 - NBS Demo compo inc crusaders cine fex; great
D 221 PAH! SIMPLE STUFF 3....Dragons Lair, TimeWarp demo and more
D 222 CRIONICS TOTAL DESTRUCTION (1 MEG)....Some great effects.
D 236 GOLDFIRE ULTIMATE FX....This group continues to improve!!
D 238 ANARCHY PRESENTS DEXION PARTY DEMOS 1....Recent good demos.
D 239 ANARCHY SMOKER COMPILATION....And some more!
D 241 ANGELS MEGADEMO.....Good but not mega
D 242 3-D DEMOS....Get out your 3-D glasses and CHECK THESE OUT!
D 243 KEFRENS - THE WALL.....Great intro! Good graffix, then so so
D 259 PHENOMENA ENIGMA Absolutely Awesome!!! Fantastic, Get it
D 260 6 OF 1 (PRISONER DEMO) Not meg but great subject for a demo.
D 261 SIMPSONS DEMO BY DECAY: Probably the best so far. (1 MEG)
D 264 ANALOGUE MEGA DEMO. Great intro and novel demo selection.
D 265 GALLOW MEGADEMO Purple Haze! Great colours, fair demos.
D 266 AURORA MEGA DEMO. Dramatic intro, good music, Ham Bobs!?
D 267 BASS MEGA DEMO. Great housey music throughout.
D 268 CHAOS ROCK A fantastic lightshow based on Fractal pat terns!
D 269 PULLING THE TRIGGER. Loved the music! Well presented demos (1 meg)
D 272 SIMPSONS DEMO BY EQUINOX: Loadsa pics and music mix.
D 273 SIMPSONS DEMO BY FREEHAND Great slides and sounds.
D 294 SILENTS: ICE MEGADEMO (1 MEG) Brill demo, More interesting for coders.
D 295 TOMSOFT: VIRTUAL WORLD (1 MEG) Its a classic. Best this year.
D 296 MAGNETIC FIELDS: HYSTERISIS. Good demo, now loader friendly.
S 377 NEWTEK DYNAMIC HI-RES SLIDESHOW (1 MEG)...piccys from the ads.
S 380 ADDAMS FAMILY SLIDESHOW.....Collection from the cult series.
S 381 FRAXION FANTASY SLIDESHOW....Great presentation, great piccys.
S 386 BLOODSPORT SLIDESHOW....For oriental sports fans!
S 390 LIVE CORRUPTION-NAPALM DEATH SLIDESHOW.....Heavy!.
S 393/4/5 DEFINATIVE MADONNA SLIDESHOW...(3 disks) 1 meg & 2 drives
S 441 INVISIBLE WORLD SLIDESHOW. See it and itch. Micro bugs
H 545 JET FIGHTER ANIM...Similar to The Run, but far far better (1 MEG)
H 546 AGATRON ANIM 10... Enterprise leaving dock. Superb (1 MEG)
H 547 STEVE'S ANIM No 1...Some super little anims. Have a look.
H 548 STEVE'S ANIM No 2...More cute little anims. I love 'em.
H 549 AGATRON ANIM FLEET MANOEUVRE (1 MEG)...Tobias best yet. Very impressive.
H 555 BATMAN THE MOVIE ANIMATION (1 MEG)....Good funny cartoon
H 559 MAGICIAN AND JOGGER ANIMATIONS (1 MEG). .Ray traced anims.
H 560 CAR & UNICYCLE ANIMATION (1 MEG)....Brill anim, a must for fans!
H 561 STEVE'S ANIMS 3 (1 MEG)....More of these cute litte anims
H 562 STEVE'S ANIMS 4 (1 MEG)....From Steve Packer.. (as featured
H 563 STEVE'S ANIMS 5 (1 MEG)...briefly in this magazine)
H 564 EVIL DEAD DEMO (1 MEG).. Get the goulies, before they get yours
H 565 RGB & FOCUS (1 MEG)....The famous 'stretching nose' animation!
H 570/1 TRON ANIMATION (1 MEG 2 DISKS) Great anim based upon the film
H 572 FRANKLYN THE FLY (1 MEG)...Simple but effective and funny..
H 607 WINGS ANIMATION. Brilliant stuff and long too! (1 MEG)Good
H 573 TOO MUCH 3D (1 MEG)....The spaceship flies out of the screen!
H 576 IRAQ DEMO Amusing animation of what might have been
H 577 MORE AEROTOONS More in the series of Stealthy cartoons
H 578 ROBOCOP ANIMATION You have 15 seconds to comply etc. In colour
H 579 MORE CLASSY ANIMATIONS More cute anims from Steve Packer
H 582 BATTLE CHESS DEMO Great game demo (even if you cannot play chess)
X 110 FRAXION HORROR Great cartoon graphic demo of nasty stuff.

POWER DEMOS (All demos in this section require loads of memory)

P 001/2 WALKER DEMO 1 (2 MEG 2 DISKS)
P 003/4 WALKER DEMO 2 (2 MEG 2 DISKS)
P 005/6/7 LOST IN SPACE (2 MEG 3 DISKS)
P 008/9 THE SENTINAL (3 MEG 2 DISKS)
P 019/20 VAUX KILLER (2.5 MEG 2 DISKS) ...OK but not brill anim
P 021-026 UPGRADE (1.5 MEG 2 DRIVES 6 yes 6 disks!!!) multi part anim
P 010/11 HEADKICK ANIM (2 MEG 2 DISKS plus HARD-DRIVE)
P 012/3/4 STATION AT KHERN (2 MEG 3 DISKS)
P 030/1 DRAGONS LAIR 2 GAME DEMO Superb (3 MEG, 2 DISKS)
P 032/3/4 BUZZED Great Ray traced anim (2 MEG, 3 DISKS)
P 035/6/7/8 AUTOMATED LIGHT (BATTLESTAR GALACTICA) (3 MEG, 4 DISKS)
P 044/5 ANTI LEMMING DEMO (2 MEG)Excellent Eric Shwartz animation.

MUSIC

M 005 MAHONEY & KAKTUS Brilliant music disk
M 030 DIGITAL CONCERT 2: Over 12 mins of mixed house music.
M 070 CRUSADERS BACTERIA Stunning sound and graphics.
M 170 NEWTRONS MUSIC DISK 'HEADBANGER' You will not believe this!!
M 197 GROOVE IS IN THE HEART....Good re-mix of chart hit.
M 200/1/2 SAE AMAZING TUNES 2 (3 DISKS 1 MEG)...Superb!
M 212 MAG FIELDS CHIP FESTIVAL....Another huge collection.
M 216/7 RAF MEGA MIX 2 (2 DISK SET).....Good quality music mix.
M 226 DYNAMITE BEATS 4...Another very classy music disk from MAX
M 230 DEXION PARTY MUSIC AND PICCYS....A good disk as always
M 232 ALCATRAZ MUZIC......Classy presentation, 3 good tracks!!!
M 269 ALCATRAZ MORE THAN MUSIC. Superb, thought slightly bugged.

UTILITIES

U 103 ULTIMATE VIRUS KILLER..Updated now knows 124 viruses
U 107 VIRUS CATALOGUE. What it does, how, and where from.
U 225 AMIBASE A good database. Start a disk catalogue now.
U 233 UEDIT Good Public Domain Wordprocessor.
U 267 ELECTROCAD DEMO (1 MEG) Circuit diagram design tool. No save in demo.
U 280 LABEL PRINTER... Helps print your custom labels.
U 306-U312 Clip Art...Collection of clip art for DTP etc.
U 505 to U508 SOUNDTRACKER SAMPLE DISKS....Instrument disks.
U 611 MED 3.11. Latest version of this great music utility.
U 613 ICON MAGIC. Loads of icon utilities.
U 616 DESK TOP PUBLISHER. Don't know if its good. Its all in German.
U 619 MESSYSID. Dreams answered. Working Messydos plus SID.
U 621/4 C-MANUAL. Latest 4 disk C Manual by Anders Bjerin.
U629/30 COMMSPILATION. 2 Disks packed with modem utilities.

GAMES

G 107 STAR TREK GAME Good graphic adventure, Best with 1 meg (2 disks)
G 109 BLIZZARD Good horizontal Shoot 'em Up.
G 133 PD GAMES COMPO Good selection inc Welltrix and Breakout.
G 136 DRIP Very tricky painter type game. Almost commercial quality!
G 137 THE TURN and TRICKY A couple of good puzzle games by Peter Handel.
G 138 MARBLE SLIDE A cross between Pipemania and sliding blocks. Great!!
G 141 MAYHEM GAME FROM ENSIGNIA...Spaceship in caverns, tricky but addictive
G 142 PD GAMES COMPO 3....Great Pacman plus 2 others.
G 143 JEOPARDY (1 MEG)....Version of the board game Risk!
G 152 PD GAMES COMPO 9....Battlemech, Bullrun (Battle Sim) and more
G 154 BATTLEFORCE (1 MEG)....Strategy battle game.
G 159 ANTEP (1 MEG)....RPG also SLOTS, a good car chase game.
G 170 MEGABALL. The ultimate PD Breakout game?
G 171 ZEUS Simple but addictive puzzle game. Great.
G 175 CUBULUS. Great 'Rubics Cube' type puzzle. Excellent.
G 178 WIZZYS QUEST (1 MEG) Super game for PD. (Shareware).
G 179 LLAMATRON By Jeff Minter, blast the beasties (Shareware).
G 197 NBS GREAT GAMES VOL 3... Super new games
G 198 PATIENCE CARD GAMES..Superb games and graphics

EDUCATION

E 006/7 LEARN AND PLAY....Games plus maths and words (kids aged 5+)
E 008 TALKING COLOURING BOOK.....Draw the pictures then colour them

FISH, T-BAG, AND GLAMOUR DISKS

We now hold all fish disks up to 500. The FISH AQUARIUM catalogue has been updated to include all the new disks. Although most of the programs are technical there are some great games and animations hidden away, we thoroughly recommend looking through the catalogue disk. We have all T-BAG disks up to 54.

GLAMOUR DISKS: We have an excellent collection of over 50 disks, demos and slides. Please remember you have to include a signed statement saying you are 18 or over to obtain these disks.

NBS PD UPDATE 7 IS NOW ON THE STREET. Past customers already have their copy. To receive yours just send a stamped addressed envelope.

AMOS

Please note all AMOS PD is £1.50 per disk. This is a selected list of the very best of the new AMOS Public Domain. All disks DO NOT require AMOS to run!!!

A 102 (GAME) Chainsaw Death (1 MEG)
A 103/4 (GAME) Pick Up A Puzzle (2 DISKS 1 MEG)
A 105/6 (GAME) Picture It (2 DISKS, 1 MEG)
A 109 (DEMO) Birds of Prey Picture Show
A 110 (GAME) Cross Fire (1 MEG)
A 115 (GAME) Balloonacy (1 MEG)
A 123 (GAME) Deadline (1 MEG)
A 124 (DEMO) Bob Maniacs by Syntex
A 130 (GAME) The Wooden Ball (1 MEG)
A 131 (DEMO) Armageddon Demo by Syntex (1 MEG)
A 132 (UTIL) FAMILY HISTORY DATABSE (1 MEG)
A 137 (GAME) Tile Trail
A 135 (EDUC) Simon and Space Maths
A 146 (GAME) Fruit Machine & Fruit Crush
A 160 (QUIZ) Amos Quizmaster (1 MEG)
A 162 (UTIL) Sound Samples 10. Clapping, creaks etc.
A 166 (GAME) Pick-up a Puzzle Data Disk 2 (Needs A103)
A 167 (GAME) Jigmania Data Disk. (Needs L013) (1MEG)
A 176 (UTIL) Database Master (1 MEG)
A 178 (GAME) Mastermind & Pair Up. (1 MEG)
A 180/1 (GAME) Dungeon Delver. (2 Disks 1 MEG)
A 182/3 (GAME) Pixie Kingdom (2 Disks 1 MEG)

AMOS LICENSEWARE

All disks cost £3.50, which includes contribution to the programmer.

L 001 (ART)* Colouring Book (1 MEG)
L 004 (GAME)* Thingamajig (1 MEG)
L 005 (GAME)* Jungle Bungle (1 MEG)
L 006 (GAME) Pukado (1 MEG)
L 007 (GAME) 4 Way Lynx (1 MEG)
L 008 (EDUC)* Work and Play (1 MEG)
L 009 (PROG) Amos Assembler
L 010 (EDUC)* The Word Factory (1 MEG)
L 011 (GAME) Go-Getter (1 MEG)
L 012 (GAME) Hypnotic Land (1 MEG)
L 013 (GAME) Jigmania (1 MEG)
L 014 (EDUC)* Play It Safe (1 MEG)
L 015 (GAME)* Shapes and Colours (1 MEG)
L 016 (GAME) Reversi 2 (1 MEG)
L 017 (GAME) Dogfight (1 MEG)
L 018 (GAME) Touchstone (1 MEG)
L 019 (GAME) X IT 50 Excellent game (1 MEG)
L 020 (UTIL) Wordy Word processor!
L 021 (QUIZ) Quingo 3000 questions! (1 MEG)
L 022 (UTIL) LC10 FONTS. Now supports LC200
L 023 (GAME) ESP. Skill game
L 024 (GAME) Shining Way of Kung fu. (1 Meg, 2 disks £5.50)
L 025 (GAME) The Mission (1 Meg) Text adventure
L 026 (GAME) Cyad (1 Meg) Great puzzle game

ALL LATEST AMOS LICENSEWARE NOW IN STOCK
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PD Update





PD is cheap, widely available software that can provide a viable alternative to commercial expense, but there's an awful lot to choose from. **Pat McDonald** picks out the best from this month's new releases.

AMIGOIDS
VIRUS FREE PD 1648



When things get hairy in *Amigoids*, use the shield to gain breathing space – spaceship intentionally left invisible!

Many moons ago, there was an arcade game called *Asteroids*. It featured line drawings in glorious black-and-white-o-Vision, it had you controlling a starship and blowing up lots of asteroids and aliens. The asteroids were shot into boulders, then into pebbles, and finally into nothing. Doesn't sound like much today, but back then it was state-of-the-art and the punters flocked to put their farthings in the slot.

This updated version makes full use of the Amiga's capabilities without changing the game at all. You play it with just a joystick (the original used keys), the sound is good, the graphics are in full colour and very smooth. The gameplay is just as fast as the original, if not faster. You can also play in two-player mode, which is good if both players are using the same joystick – a formation of two spaceships blasting and moving perfectly together.

I thought this sort of game had no hook any more. Fifteen minutes later on Level Ten I had extreme difficulty putting the joystick down. Simple, fast, noisy and dangerous, *Amigoids* is an arcade classic brought bang up to date without unecessary frills. Excellent stuff, Marc Lafontaine!

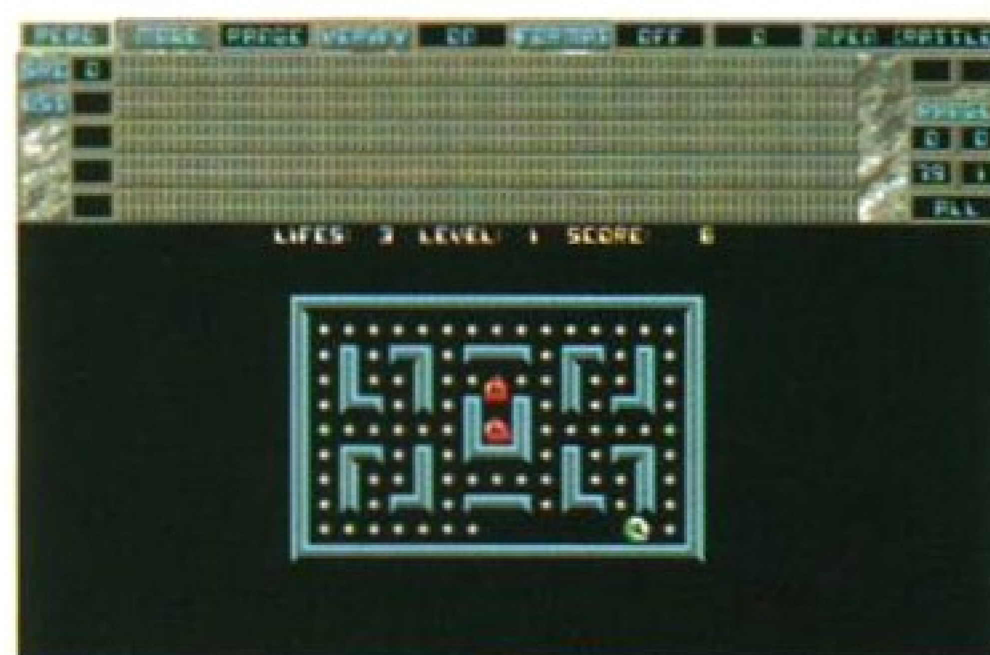
MULTIRIPPER
17 BIT 1080

What is a ripper, I hear you ask? It's a program which tries to rip useful old data from the Amiga's memory. When a program finishes or you reset the machine, a lot of information isn't wiped from the memory straight away. For nicking other people's samples, graphics, text or even *SoundTracker* modules they're extremely useful.

MultiRipper is the best I've seen, purely because it's simple. It doesn't have lots of flashy graphics or weird Copper effects, just good plain text telling you what pressing each key does – search for this, look for that, save it to disk and so on.

Also on the disk are two copiers. Both of them are up to the usual standard (they'll back up some disks, but not every disk) but they have a couple of unusual features. RattleCopy has a built-in game of *Pacman* – while you're waiting for a disk to be copied, you can have a quick run around a maze with the old manic muncher. Although the graphics are small, it's quite a good version of the old game – the mazes change every few levels.

The second copier is called *SanityCopy*. This doesn't have a buit-in arcade game, but will password-encrypt disks so that you can only use them if you know the password. Although lacking any other feature of note, it's such a useful idea I had to mention it.



There have been copiers with built-in games, but *RattleCopy* is the only one with a *Pacman* inside it!

BEGINNER BENCH
VIRUS FREE PD 1654

BB version 1 was written by the Sundance Kid, and I must admit it's pretty good. All it really consists of is a set of utilities, but the way in which you use them is highly ingenious and yet ultra-simple.

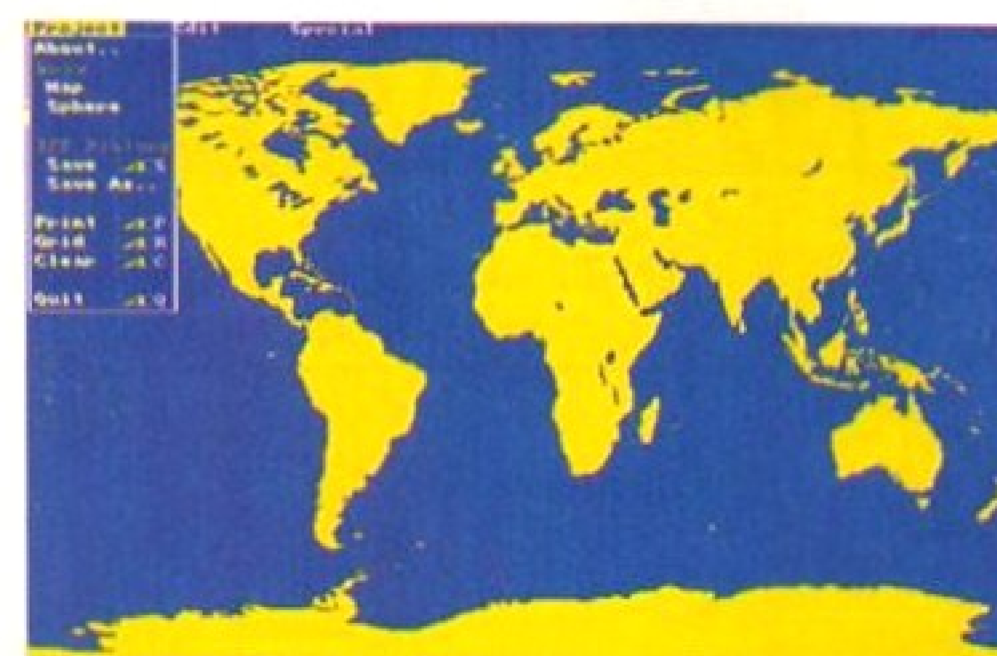
A conventional Workbench screen loads, with an icon in the middle and a Shell window open. How do you use the programs? When you hold down the right mouse button, the usual menus appear: Workbench, Disk and Special. If you keep moving the mouse to the right, there are three more menus... The Utilities menus has a list of program names. These utilities can be loaded just by moving the mouse down so that the name highlights and then letting go of the mouse button. In addition to the usual *PowerPacker*, *DiskMaster*, *ScreenX* and so on, there are a couple I haven't come across before. *TaskX* gives a list of programs running, and lets you set the priority (to slow down 'hog' programs which insist on being more important for no good reason at all).



If only all software were as easy to use as *Beginner Bench*. Just one press, hold, let go and you're there.

Of the other two menus, one consists of virus killers (nothing special, but you can never have too many of them) and the other will bring up the documentation files for the utilities. Like I said, very easy-to-use and highly inventive – I hope other collections of PD will use the system.

DRAW MAP V2.3d
PD SOFT V263



Ever wanted to use a map of the world, but couldn't draw it? Let *DrawMap* do the work for you!

Draw Map has been mentioned before in these pages, but this is a new release with a couple of bug fixes. It only draws one thing: maps of planet Earth, in high resolution using four colours (which you can change).

Why would you need this program? Well, for one thing the maps are proportionately scaled – you can magnify them without getting lots of jagged pixels. You can also wrap them around a globe, or have an orbital shot as seen from space, stars and all! Also, you can choose between normal and Mercator projection, and lay a grid pattern on top.

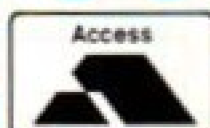
Still not interested? Well, if I said that you can save out the pictures in IFF to load into a paint program like *DeluxePaint IV*, you might get the idea. Maps are not easy to draw with a paint package on its own – they tend to look very inaccurate.

If you do your maps in *Draw Map* and then import them into other programs they look a lot better without taking ages to draw – it's pretty fast as well. Oh yes, and because the maps only use four colours (which you


Access


VISA

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Music Section

C006 Sonix No. 1
C030 Share & enjoy equalizer
C029 Sonix No. 7
C043 Alf demo 1
C061 Classix 1
C066 Royal Amiga Force 1
C067 Disk B to above
C087 Kylie Its no secret
C088 Disk B to above
C093 Bacteria demo
C101 Sonix classix
C108 Digital concert 3
C113 Sonix No.17
C130 Budbrain demo 1
C131 Disk B to above (18)
C142 Digital concert 1
C143 Digital concert 5
C156 Donald weres yor trousers
C163 Genesis Land of confusion
C189 Treacl mega demo Disk A
C190 Disk B to above
C191 Disk C to above
C192 Alkatraz demo disk A
C193 Disk B to above
C194 Disk C to above
C198 Star trekking disk A 1 Meg
C199 Disk B to above
C200 Xmas carols
C201 Good Morning Vietnam
C210 Alf demo 2
C229 Hot wired
C236 Turtle demo by sector 16
C244 Amazing Tunes disk A
C245 Disk B to above
C246 Disk C to above
C248 Budbrain 2
C303 Startracker V1.2
C305 Sonix No.5
C308 Zenn sound box
C324 Noisetracker
C327 Turtle power disk A
C328 Disk B to above
C329 Disk C to above
C356 Beatmaster 808 state
C367 Ultimate FX
C380 Mucky Morris & the Cowpats
C410 Digital Concert 2
C411 Digital Concert 3
C412 Digital Concert 6
C416 Blues Brothers disk A
C417 Disk B to above
C418 Disk C to above
C419 Dr Awesome & Fleshbrain
C425 Arni sampled off radio Disk A
C426 Disk B to above
C428 Smith & Jones 1 (18)
C429 Smith & Jones 2 (!8)
C430 Smith & Jones 3 (18)

All public domain disks are virus checked with the latest version of the Master virus killer. Anyone finding a virus on one of our disks please let us know and it will be removed from the disk.

Amiga Public Domain Prices

Prices vary on how many disks are needed to make a program work. ie some music disks need 2 or more disks to work these are called sets.

Single disks £1.50 each
Two disk sets £2.75 per 2 disk set
Three disk sets £4.00 per 3 disk set
Four disk sets per 4 disk set

Min order 5 disks

More disks are in the collection, too many disks to list here. Last count over 900.

Utility Section

E001 SID
E017 Printer utilities 1
E020 Fonts disk 1
E021 Fonts disk 2
E022 Label designer
E028 Ultimate utilities
E029 Virus Killers disk 1
E032 Boot block makers disk 1
E034 Printer utilities 2
E045 Business card maker
E046 Viruscope (good)
E051 Ncom V1.9 (modem util)
E056 Tetracopy
E057 Catalogue Workshop
E063 C Manual
E070 QL Emulator
E071 Disk B to above
E072 Disk C to above
E074 Spreadsheet
E083 Master virus killer
E088 Textplus word processor
E094 Flexi Wosname database
E105 North C
E114 Slideshow construction set
E119 Dope intro maker
E130 Rim database
E140 A gene geneology program
E141 Forms really unlimited
E153 Disk crunchers

Games

D004 Monopoly USA version
D008 Paranoid (Breakout game)
D013 Peters Quest
D020 Poker Solitaire
D026 Blackjack/Solitaire
D027 Star Trek disk A
D028 Disk B to above
D035 Break out games
D044 Flashbier
D052 The Drip
D054 Breakout Construction Set
D057 Letrix
D065 Wet Beaver Tennis Game
D069 Tiles/Battleships/Chess/Tetris II
D070 Tomtespelet (2 player)
D071 Return to Earth
D072 Star Trek the Next Generation
D074 UGA Games Compulation
D075 Snake Pit Game

Graphics Section

F011 Space Ace demo
F015 3D Arm
F025 Pugs in Space
F030 Gymnast Amin 1 Meg
F049 Fractual Flight demo
F057 Viz Pics (18)
F058 Fantasy Pictures disk A
F059 Disk B to above
F086 Enteprise leaves the Dock Anim 1 Meg
F091 Stealthy Manoeuvres 1 Meg
F097 Argatron Anims 07
F098 Argatron Anims 24
F100 Argatron Anims 02
F101 Argatron Anims 22
F102 Argatron Anims 23
F104 Argatron Anims 17
F109 Clip Art disk 1
F110 Clip Art disk 2
F111 Clip Art disk 3
F112 Clip Art disk 4
F113 Walker demo 1 2 Meg
F114 Disk B to above
F115 Walker demo 2 2 Meg
F116 Disk B to above
F125 Station Anim 2 Meg
F126 Disk B to above
F127 Disk C to above
F141 Fillet the fish 1 Meg
F164 Tobias richter slideshow
F165 Disk B to above
F166 Lost In Space Anim 2 Meg
F167 Disk B to above
F168 Disk C to above
F170 Batman the movie 1 Meg
F173 Juggler meets the lady
F174 Fantasy space slideshow
F176 Mandlebrot generator
F179 Iraq demo 1 Meg
F180 Amy the Squirrel at the Movies 2 Meg
F190 Tron Anim 1 Meg
F191 Disk B to above
F200 Robin Hood slideshow with music (Cartoon)
F209 Life of Brian slideshow with samples from film
F219 Franklin the Fly anim
F228 Italian Job digi Anim 1 1 Meg
F229 Italian Job digi Anim 2 1 Meg
F242 Stealthy Manoeuvres Swiss army F16 Anim

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GAMES

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AG.02 Various; Gravewars, Jackland, Pacman, Othello, Empire, Hanoi...
AG.03 Star Trek (Agatron); Strategy game - Tobias Richter. (2D-Mb-2 disks)
AG.04 Monopoly; full version of the classic property trading game!
AG.05 Pacman 87; Multi level version of this addictive arcade classic.
AG.06 Various; Cosmoroids, Amoeba, Crazy Eights, Blackjack, Backgammon, Daleks, Yahtzee, Stone Age etc...
AG.07 Board and Card games; Cluedo, Othello, Klondike and Cribbage.
AG.09 Puzzle Maker; Jigsaw puzzles from IFF files. Plus Puzzle Pro.
AG.10 Space Invaders; Arcade Classic version! Plus: Lander, Amoeba...
AG.11 Tennis; excellent shareware sports simulation (Mb)
AG.14 Flascheiber; Boulderdash style game. Almost Commercial quality!
AG.15 Paranoid game; Arkanoid style, including a screen designer.
AG.16 Castle of Doom; Adventure game with graphics - beginners level.
AG.17 ST Bash; Space Invaders style shoot-em-up, aliens are Atari ST's.
AG.18 Golden Fleece; Infocom standard advanture. Plus: Tron; 2 Player Light cycle game. Train; Railway designer. Star Fleet, Kamikaze Chess etc...
AG.22 Return to Earth; Elite style Space trading game, digitised sound.
AG.24 Drip; Arcade quality game with digitised sounds and smooth sprites! Plus: China Challenge, Frogger etc.
AG.26 Zerg; Ultima style Role Play. Plus: World; Infocom type adventure. Daleks, Callisto, Puzz, Pontoon...
AG.27 Star Trek (USA); Strategy game. Captain the Enterprise. (2D-Mb-2 disks)
AG.28 Quattro; Tetris style. China Challenge; Shanghai style puzzle game Plus: Breaker and Asteroids.
AG.29 Chess; Superb Multi Featured! Titles, Tetriz Two, Battleships etc...
AG.30 Twintris; Superb Shape dropping game! MUCH better than original!!!
AG.31 Simpsons; vertical scrolling shoot-en-up style game! (SEUCK)
AG.32 Legotris; another Tetris style game, amusing digitised sound effects
AG.34 Tile Game; AMOS games creator variation on the old 16 puzzle.
AG.35 Cave Runner; Commercial quality Boulderdash style game! Excellent!
AG.36 Wizzys Quest; Professional quality arcade puzzle game.
AG.37 Rings of Zon (Vol.1) Ultima style fantasy/strategy game...
AG.38 Star Trek - Arcade game; SEUCK produced scrolling Shoot-Em-Up.
AG.39 Wacko in Wonderland; Platform game with large Graphics! Cute!
AG.40 Metagalactic Llamas; Classic Commodore 64 game by Jeff Minter!
AG.41 Wet Beaver; Version of original tennis game with digitised sound (Mb)

UTILITIES

AU.01 Jazzbench; Workbench upgrade with many indispensable features!
AU.02 UEdit; Excellent file editor, a vast improvement on Ed!
AU.03 QL Emulator; plus 2 data disks packed with files. Superb! (3 disks)
AU.04 Amiga Spell; Spelling checker, compatible with most Word Processors.
AU.08 Various; Starchart: 600 stars & galaxies. TXED: editor/word processor.
AU.09 Midi Tools; Midi Keyboard; Five octave, mouse operated keyboard... Prochange; change Midi channels etc.
AU.10 Graphic utilities; Fontfixer, IFF Converter, Palette Converter... Boot utilities: Bootext, Bootup. Plus: Memcheck, Disksalv, Dragpack
AU.11 Starchart; Astronomy program giving positions and movements of all major constellations!
AU.13 Visicalc; Superb full featured Spreadsheet with manual on disk.
AU.14 Various; Amcat; cataloguing system, Icontype; change Icon type, Recoverable RAMdisk, Spell Checker, Black Book, DX Synth voice library...
AU.15 Dope Intro maker; Create Demos with this user friendly package.
AU.17 D Copy; Excellent disk copier similar to X Copy, Good Nibble mode!
AU.18 North C; Complete C Environment for the Amiga! Amazing value!
AU.19 SID; Workbench replacement with easy file handling, improved DMouse window control and many more features
AU.20 K.O. The Virus; Virus detectors and killers! Includes; Virus X 4.1
AU.21 Avoiding CLI; Lots of useful utilities otherwise only obtainable through CLI; FixDisk, QuickCopy...
AU.22 Text Plus; Word Processor (v2.2) Very professional program with many commercial quality features!
AU.23 Word Wright; Word Processor. Plus: Amiga Spell; Spell checker!
AU.24 Spectrum Emulator; Run some Spectrum games on your Amiga!
AU.26 Complete C Manual; packed with info on C programming, 11 chapters plus 70 executable examples! (3 disks)
AU.27 Amibase (v3.76); Professional quality, multi-featured database program... Recommended!

CLIP ART

AC.01 Deluxe Paint; lots of quality pictures in low, medium & high res.
AC.02 Pagesetter Art; Animals, Food, Computers, Fantasy, Holidays...
AC.04 IFF Alphabets; 30+ screens of character sets and surfaces...
AC.05 Animals, Anatomy, Buildings, Christmas, Construction...
AC.06 Cartoons; Comic pictures of people, animals, funny objects...
AC.07 Holidays, Home, Flags, Flowers, Miscellaneous...
AC.08 Music, People, Places, School, Religion, Symbols, Weddings...
AC.09 Signs; Titles, Logos, Headings, Athletics, Bowling, Boxing, Football, Cricket, Racing, Fishing, Horses...
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AC.11 Nightclub, Vintage Cars, Bikes. Computers, Boats, Office, Industrial.
AC.12 Colour; Occasions, Transport, Signs, Electrical, Architecture...

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SND.05 Soundtracker 8 Track; Superb! Plus converter for 4 track files...
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STS.01 Sampled sound effects to use instead of instruments!
STS.02 Longer samples, many from films, Star Wars, 2001, Raiders...

EDUCATIONAL

AE.01 Blackboard Maths, Concentration Colourpad, Cat & Mouse, Galactic Worm Animated Pointers, Shark... (Age 5+)
AE.02 Spellquiz, Wheel of Fortune, Tug 'o' Word, Flower Garden, Stepping Stones, Maths Test, Puppypix (Age 5+)
AE.03 Fractals, Desktop Calculator, Function Plotter, Evolution (Age 11+)
AE.04 Gravitywell, Weatherman, Gravsim, Airfoil... (Age 11+)
AE.05 World data Bank; CIA world map with political boundaries, view from anywhere, any height! Plus: 3D Plot, Calendar Factory, Sherlock (Age 11+)
AE.06 Talking Spelling Tutor, Speech Toy, German Language Test, Study File, Card System, Globe, Elements, Geotime, Text Utilities (2 disks) (Age 11+)
AE.07 Educational graphics; Technical illustrations; Biology, Astronomy etc. Some animated (eg. pumping heart) Includes viewing programs. Or load into Deluxe Paint etc. (Age 9+)

FONTS

AF.01 Cosmopolitan; Rangers, Peignat, Avant Guard, Aidous, Celtic etc...
AF.02 Fancy; Hollywood, Park Avenue, Broadway, Camelot, Courier, Ham...
AF.03 Publishers; Helvetica, Akashi, Andover, Bookman, Boxie, Times...
AF.04 Various; Unusual, Videofonts, Large & Small fonts... Utilities.

WORKBENCH

AW.03 Icons; Music, Ram, Naughty, Jet Icons. Plus: Utilities, Colourbench
AW.04 Icon Development; Design Icons with Deluxe Paint! Examples included!

SLIDESHOWS

AS.01 Boris Vallejo 1; Professional quality graphics in interlaced HAM!
AS.05 Exodus Real 3D show; 9 very impressive Ray traced pictures.
AS.06 Swimsuits; Great pictures from the U.S. Sports Illustrated mag.
AS.12 M.C. Escher; Animated slideshow of Eschers paradoxical artwork...
AS.20 Slideshow Construction; Pictures scroll up/down, fade in/out! etc...
AS.21 Fantasy; Stunning full screen pictures and superb soundtrack!
AS.22 Viz; Digitised pictures from the wonderful Viz magazine.
AS.23 Agatron Slideshow 10; Ray Traced pictures of Star Trek ships including shots from T. Richters impending video

HELP!

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DEMOS

AD.01 Walker 1; Digitised animation of Star Wars Imperial Walker (Mb)
AD.02 Walker 2; Digitised animation of Walker and helicopter! (Mb)
AD.04 Probe Sequence; Incoming video pictures from an interstellar probe landing on an alien planet! Amazing!
AD.13 Walking Cat; Amazing Revolving digitised animation of walking cat!
AD.16 Ghost Pool; Animation of a pool game with invisible players!
AD.18 Puggs in Space; Amusing cartoon of alien creature exploring Earth!
AD.21 Busy Bee; Amazing Sculpt 3D animation of a large flying Bee! (Mb)
AD.22 Democreators. Create your own demo's with; Bootwriter, Bootmaker, Bootboy, Boot generator etc...
AD.23 Ship and Sphere; Ray Trace film of space ship and glass sphere. (Mb)
AD.24 NewTek Demo Reel 3; Incredible professional demo of NewTek product range features superb sampled sounds, digitised animations... (Mb-2 disks)
AD.25 The Run; 3D film of Lotus chase through traffic with police car! (Mb)
AD.28 Stamp Collector; Animation of magnifying glass and naughty stamps!
AD.29 Predators Megademo; Brilliant demos including 2 games! (2 disks)
AD.32 Vision Megademo IV; Superb Digitised music and sound effects!
AD.36 Kefrens Megademo VIII; 10 demos including; Kill the Beast (Shadow of the Beast meets Xenon 2)... (2 disks)
AD.39 Agatron animations; 3D film of USS Enterprise attacking USS Reliant.
AD.40 Luxor Teenager; Variation on the classic with 2 anglepoise lamps!
AD.41 RGB; Badgekiller competition winner! Produced with Director! (Mb)
AD.42 Comic on a disk; whole graphic novel, page by page, on screen!
AD.44 Laurel and Hardy; Digitised clips from various films! (2 disks)
AD.45 Star Trek, Dry Dock demo; The highly praised Ray Trace masterpiece!
AD.46 Stealthy Manoevre II; Cartoon style Stealth Fighter animation.
AD.47 Walker Demo; The incredible 2 Megabyte animation (2Mb - 2 disks)
AD.48 Amy V Walker; Amy the Squirrel chases AT-AT with Monkey Wrench! (Mb)
AD.49 Budbrain Productions; Quality animations including Movie! (2 disks)
AD.50 Budbrain Demo 2; Great sound, great graphics, another classic!
AD.51 Fishtank demo; Animation of sea creatures miming in time to music!
AD.52 Popeye meets Beach Boys; Very amusing singing combination...
AD.53 Iraq demo; Mini film involving Saddam Hussain and John Major!
AD.54 Simpsons; Digitised: Do the Bartman plus great Bart slideshow!

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can change, he points out again) then that leaves you lots more colours for your pictures. Right on, Bryan Brown and Ulrich Denker. A shame the documentation is in German, but all the same it's quite easy to get the result you want.

WORD FRENZY

17 BIT 1068



***QuickBase* is ideal for keeping track of your nearest and dearest. And the bank manager, and the poll tax office...**

So, you have a PD text editor. What do you do for a spelling checker or simple database? You buy this disk, of course! This disk has one of the most easy-to-use databases I have ever come across. *QuickBase*, by Kevin Harris, uses just one screen with lots of colours and large text for easy reading. It's very simple and good for storing names and addresses for mailing lists, and it's an absolute cinch to use.

AmigaSpell (from Mike Berro) has one or two annoying quirks for a spelling checker program. The dictionary is virtually empty, so you'll spend a lot of time at first teaching it the correct spelling of words. It also can't find the same mistake twice while checking, so if you consistently misspell it's not very good. The good thing about it is the actual checking procedure – the best I've ever seen.

After *AmigaSpell* has analysed a text file for errors, it scrolls the whole file from left to right across the screen. Any errors are highlighted – you can make the program learn them or ignore them. Because you can see the words on either side, you know whether or not the word is the wrong one because it's out of context - for example, "Look over their".

XSpell lacks the good and bad points of AmigaSpell – again, you'll spend a while teaching it new words. However, if you register it (send a donation to Hayes Hodgen, the programmer) he will send you a 40,000 word dictionary plus a new version with an Undo command – after all, we all hit the wrong key from time to time.

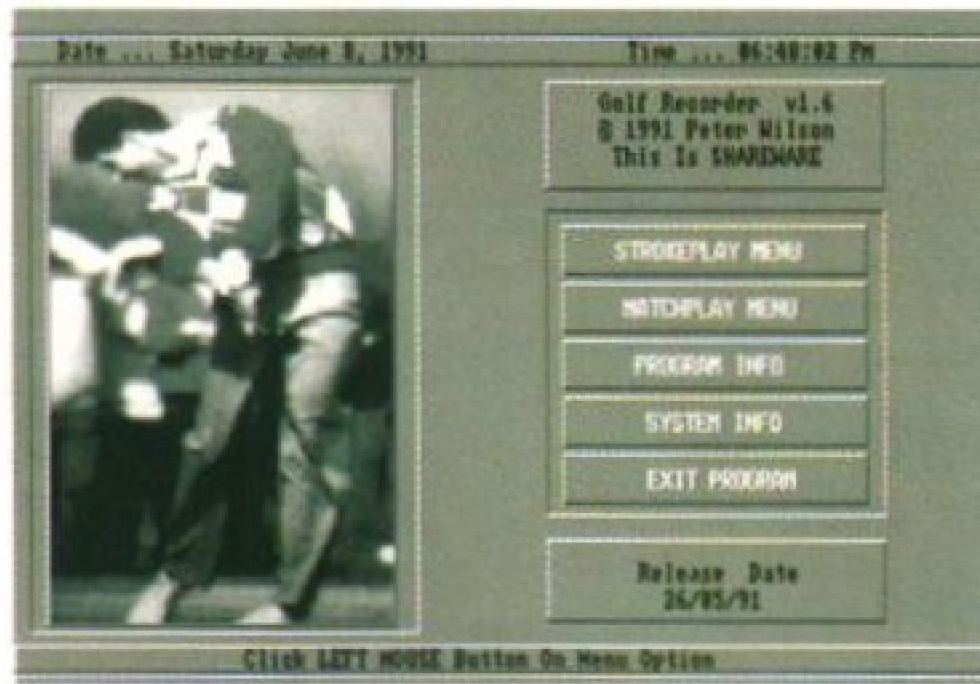
The Manager series from Hal Carter is on there as well. This includes *MailManager*, *HouseHold* and *Reference Manager* (a card database) all share the same basic layout, but differ as to what they can store. However they are looking a wee bit long in the tooth now – they date from 1986!

PD TOP TEN UTILITIES

LOW ALCOHOL PUBLIC DOMAIN

1) ProTracker V1.1
2) Demon Games Vol 6
3) ZeroVirus III
4) Three Player Tetris
5) European Charts disk
6) Tobias Richter Star Trek
7) Kefrens Utilities 4
8) Messydos
9) WellTrix
10) MCP V0.9

GOLF RECORDER V1.6



Although of minority interest, *Golf Recorder* version 1.6 is very well programmed, looks nice and is easy to use.

AMIGANUTS 1093

Would you like to keep all of your golf scores on your Amiga? Well then look no further, because this program has been custom written to help you do just that. It will happily keep track of your course averages as well as your match play.

Using this demo is pretty easy. First, you have to tell it about the course that you want to keep records for: how long the whole course is, the pars of each hole and the length, and the scratch score (the average score for the course).

It may sound dull as ditchwater, but there are a couple of noteworthy features. For one thing, the program is very well error-trapped – if you type in a number that's a bit silly (a par one hole, or a course that's 200 yards long) then the program brings up a message saying it doesn't believe you. You can override this and have some pretty weird score cards, but more often than not you won't because most golf players like to keep honest averages.

The other factor is that all the options are controlled by clicking with the mouse – there are no menus to hunt for the correct option. You can print out the scores, of course, if you have a printer.

What really impressed me were the digitised images of professionals mixed in with the program. It's a cheap trick to jazz it up, but perfectly valid. Why don't more serious programs try to be light-hearted, rather than plain and boring? Thank you Peter Wilson.

TSB VECTOR DESIGNER

UNIQUE COMPUTING UT-107

The Special Brothers, Ivan and Alloc, have been working hard on this extremely interesting vector designer. If you have seen a few demos, you'll know what a vector is: a two or three-dimensional shape with straight edges that can be spun, moved, coloured and generally whizzed around the screen.

Being public domain, it's not exactly *Sculpt 4D*. There's not much on-screen help and the text used by the program is a bit too small for easy reading. Having said that, it's extremely quick – with a bit of practice you can bang out vectors quickly.

A few other points to mention are that the on-disk documentation is pretty thorough and is written in fairly reasonable English. Also included is an example demo, showing off just what you can do. The best thing is that the program can save vectors out in a form which is suitable for use with the Red Sector demo maker, for extremely fast and unprofessional-looking results (by unprofessional I mean of the best PD standards – don't take it personally, it's a joke aimed at professional programmers).

PCQED

AMIGANUTS 1113

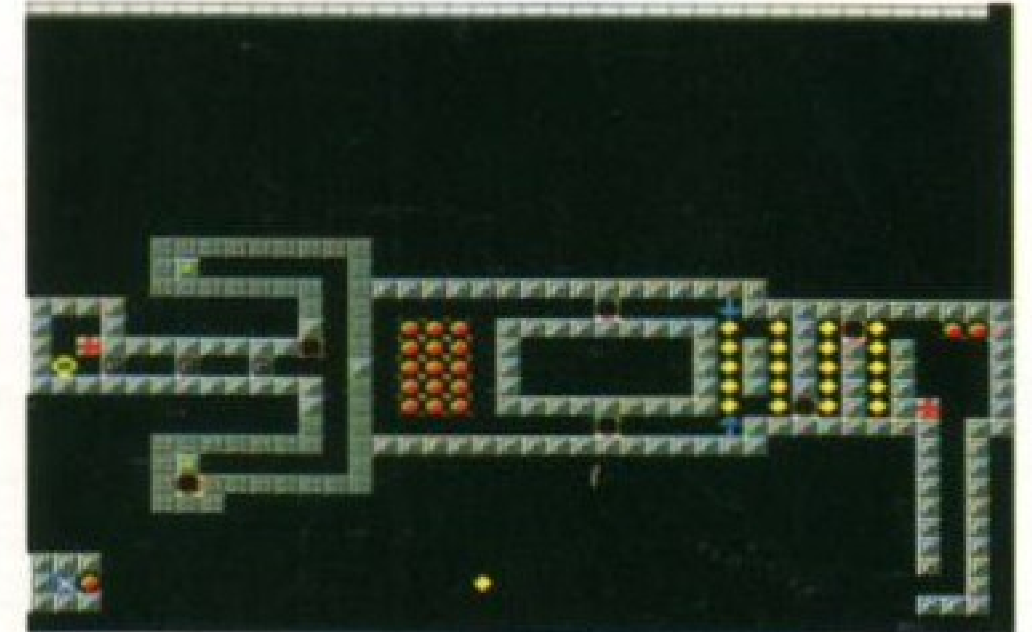
PCQ is one of the few versions of the Pascal computer langauge available on the Amiga, and is certainly one of the cheapest. Many educational establishments use Pascal or the similar Modula-2 for teaching how to program. The name, incidentally, is just the initials of the programmer, Patrick Quaid.

One of the problems with PCQ is that it's just a compiler – usually you have to buy another disk for the linker and use a text editor (from another PD disk unless you have a word processor that can save in ASCII). Mark Meany has been working away to put a few bits together on just one disk.

Happily, this disk is all you need. It contains all the programs, the environment is waiting for you as soon as the disk has booted and it's a convenient way to start programming in Pascal. OK, so maybe it's nothing new, but I'm all in favour of hassle-free PD. The documentation is reasonable enough for a beginner in the language, and overall it's worth getting if you need to use the language as a part of your studies.

CYAD

AMOS PD LPD26 (1Mb needed)



***Cyad* starts off looking pretty easy, but by the time you get to this third level you realise it's going to take quite a while to suss out each screen...**

If you've read the feature on AMOS and its new additions on Page 114-117, you might like to check out what it can do: and what better way than with this excellent little game.

Jamez Newcombe is a fan of JM Jarre and it shows in the sweet little soundtrack, while the game itself is very similar to *The Power*. You control a little yellow creature who whizzes along until he is stopped by a wall. It starts looking easy, but a few levels in the puzzles get wicked. Hours of brain-bending fun follow!

CONTACT LIST:

17 BIT, PO Box 97, Wakefield, West Yorkshire, WF1 1XX, 0924 366982

AMIGANUTS, 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX, 0703 785680

PD SOFT, 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD, 0702 612259

UNIQUE COMPUTING, 114 Salters Road, Gosforth, Newcastle upon Tyne, NE3 3UP, 091 284 7976

VIRUS FREE PD 23 Elborough Road, Moredon, Swindon Wilts SN2 2LS

AMOS PD 0942 495261



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V020 RAYTRACER Excellent program to allow you to generate ray tracing images. Very Nice
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V024 BANKN Will allow you to keep your bank account in perfect balance with ease.
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V090 D COPY & TETRACOPY Another two disk copiers with excellent improvments.
V108 AMIBASE V3.76 This is the Most popular Amiga Database. Very good disk
V109 PRINT STUDIO Excellent for printing picture or text. Printer users need this disk
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V132 (ST-15) PSYGNOSIS INSTRUMENTS for use with any music program (samples)
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V194 MR BACKUP HD An excellent Hard disk backup program & utilities for your hard disks.
V195 GRAPHIC INTERCHANGE ChangeBetween Atari St/PC Graphics to the Amiga. In GIF Format.
V210 ARP (V1.3) WB1.3.2 Install this prog to speed up your Workbenchs operations.. (V37)
V213 (ST-21) **HOUSEMUSIC** INSTRUMENTS **Vol II** The Samples have Remixed back. More samples
V214 STAR TREKKER VERSION V1.3 This is a sound tracker like program, But much better.
V215 DISKMASTER V3.2 Copys files from one disk to another. **DISKSALV** Corrects disk errors. Disk recomended for Hard Disk users.
V216 SPECTRUM EMULATOR VERSION 1.0 Includes Games including loads of old classics.
V218 VIRUS MURDERER & ZERO VIRUS V2.01, Kills & Protects all of your disks. Virus killers.
V232 FRACTAL CREATOR VERSION V1.2 Another excellent Generating Prog with new fveatures.
V256 THE SILENTS Present: Some of the best Amiga music modules. Highley Recomened (st)
V259 MED v3.10 Brand new version which includes Medsongs & a New Med Player **(2)**

V261 TEXTPLUS VERSION 3.0
This disk is not just an update but, a completly New Program. This disk come highly recomened.

V262 NEW DISK COPIERS: Super Duper, Turbo copy, Sanity copy & P Copy. All New updated vers
V263 DRAWMAP3D Generate flat Globes, Orbital & Mercator Pictures of the Earth. New Education
V264 PD-Soft VOL8: VIRUS KILLERS, Big Brother, Berserker, Zero Virus & No Virus. All Updated vers
V266 FLETCHER UTLS VOL1: CONVMACF Convert Mac fonts to the Amiga. **POST** Post Script Inter-peter Program & **REDAKYU.** All Excellent Programs
V267 FRACTALS V2.1 Fractal Generator that generates many various different Styles
V268 AMIGA ADVENTUE Write Your own Text adventures & swap with your friends
V269 BUSSINESS: PENNYWISE ACCOUNTS A CashBook control Program for the Amiga.
V270 PRINTER DRIVERS UPDATE DISK Contains over 80 Drivers, Inc Canon BJ Citizen 24 Swift Colour & Mono & A Printer Driver Generator prog.
V271 MEGAFONT PROGRAM Program to create Tex fonts. Source on Fred Fish Version 2.7 (2)
V273 FRACTAL CONSTRUCTION SET used to generate iterated fractals, like Sierpinski & more.
V274 DICE C SYSTEM (2) Dillons Intergrated Enviroment system. V2.06.15 Which includes a compiler, assembler, linker & support libs (FF466)
V276 DISKPRINT V2.7 Prints labels for 3.5 disks, Primarily for small PD Library disks. Excellent.
V277 FORTRAN -77 V1.3c Compiler, linker & run time support library. ANSI compatible. Fred Fish 470
V278 MANDELPANG MandelBrot Plotter. This is the latest updated version with some new features
V279 CROSSWORD CREATOR A program that creates crossword puzzles. this is version 3.3
V280 BUDGET A program to help with managing personal finances. This is Version 1.302 (New vers)
V281 MAND ANIM V1.2 New MandelBrot animation program which is easy to use.
V284 BUSSINESS: MCAD PROGRAM The Object Drawing Program for the Amiga. ie CAD program
V285 EDUCATIONAL: TYPING TUTOR A Simple tutor which measures your typing speed.
V286 DKB RAY TRACING PROGRAM New Tracer with excellent Effects, this is very complex (3)
V289 SMAN MANDALBROT Another new up-dated Fractal generating program. Very nice result
V291 POSTSCRIPT INTERPRETER V1.5 The Soft-ware based Post script interpreter. (1Mb)
V292 CHEQUEBOOK ACCOUNTANT V.09 Excellent way to keep track of your Cheques
V293 NCOMM The only communication package you will need if. Excellent Moden Progrom
V294 ED'S MED MUSIC MODULES Theres various music modules for use with MED. All new modules
V295 C64 EMULATOR Helps to assist C64 users upgrading to the Amiga. Full 64 basic
V296 PUZZLES Four different variations of word puzzle games. By Russell Mason.
V298 NORTH C V1.3 (2) Unpacked Version

V301 EYE OF THE BEHOLDER HINT BOOK Includes Maps, Strategy, Hints & Solution.

V302 MAVERICK COPIER: The best amiga copier to date. See your games/programs copyright notice before using this product.
V303 CROSSDOS v4.02A New updated version. trans Pc to Amiga or St to Amiga. (Asc Text files)
V304 CHAOS STRIKES BACK HINT BOOK Includes Maps, Strategy, Hints & Solution.

V306 A-GENE V3.125 Lastest version of the Family Tree program. Geneaology program

V307 VIDEO TAPE DATABASE PROGRAM Catalogue all your video tapes, for future reference
V311 JACK NICKIUS COURSE DISKS Various New courses for the Golf Game (5)
V316 MEAN 18 COURSE DISKS Various New courses for the Excellent Mean 18 Golf Game (2)
V318 PRO SOUND TRACKER V1.1B The Lastest & best version of this excellent Music program.
V319 SOUND TRACKER V2.6 Another Update of the famous Music program. New features.
V320 THE AMOS UPDATE V1.3 The latest update for all you who use the progrm. (More Amos)
V321 UEDIT Another excellent Word processor with loads of extra features. Easy to use version.

New versions are released all the time, When you place an order you will alway recieve the most upto date version instock.

GAMES & AMOS

Our Game disks are all Autobooting, UnArced & Ready to Play.

0982 MONOPOLY & CLUEDO GAMES
1244 MISSILE COMMAND Fred Fish F444
1247 RINGS OF ZON Gauntlet style (*)
1248 DRAGONS CAVE Excellent Game
1254 STAR TREK The Shoot Em up game
1255 THE SIMPSONS Control BART
1259 TWINTRIS Two people can play
1328 WHEEL OF FORTUNE One of the best Quiz's, As the series on Television.
1335 WIZZYS QUEST Excellent Game
1341 DOWN HILL SKIING Arcade Game
1367 BLACKJACK The Casino Simulator.
1370 HACKLITE Dungeons & Dragons
1374 TENNIS Excellent Tennis Simulator
1420 DTRIS Played Tetris Well, This is the best version to Date (With 2 Player option)
1452 AMIOMEGA Similar to Hack/Rogue
1454 MEGA BALL (THE BEST ARKANOID GAME, Better that any Full Price Games).
1509 DESTINATION MOON BASE An improvement on the Lunar lander game
1533 LAN II (AD&D) Adventure Game
1534 THE HOLY GRAIL Text adventure simular to the inforgam games.
1556 SEVEN TILES Speedball Game
1558 SHAPES New tetris variant game.
1559 AMIOPOLY MONOPOLY GAME
1561 TRITWIS 3 PLAYER TETRIS GAME
1563 GREYSLAYER BARABRIAN GAME
1564 MARATHAN MINE III B.DASH
1580 NETHACK A fantasy game in which your goal is to retrieve the Amulet (2,2D)
1597 ROLLERPEDE A space aged version of the classic centipede game. Excellent
1620 NIBBY NIBBLE Music By Red Sector
1622 LORE OF CONQUEST Wargame simular in concept to the game RISK.
1663 PROPERTY MARKET GAME
1664 THE CASTLE ADVENTURE
1665 BATTLE FORCE ROLE PLAYING
1684 QUIZ MASTER NUMBER II
1688 ESCAPE FROM JOVI III
1689 FAMILY SOLITAIRE GAME DISK
1690 AIR ACE II THE SHOOT EM UP
1695 NAPOLENIC WAR SIMULATOR
1702 THE STAR TREK TRIVIA GAME
1707 IMPERIUM STRATEGY GAME
1735 ASTERIODS 'THE ORIGINAL' Another old classic. Remember that Classic.
1747 LLAMATRON GAME By Jeff Minter Briliant stuff & another excellent New production look forward to more.
1749 SCRAMBLE 'The Original' Remember that old classic well is now on the Amiga.

AMOS PD

Amos Public domain disks do not require the Amos program.

APD115 BALLOONACY GAME*
APD132 FAMILY HISTORY DATABASE
APD146 FRUIT MACHINE SIMULATOR
APD151 UNDERSTANDING AMOS The Amos Tutorial Program Disk. A must
APD163 THE SAMPLE EDITOR V1.2
APD176 AMOS DATABASE MASTER
APD180 DUNGEON DELVER GAME (2)
APD182 PIXIE KINGDOM GAME (2)
APD190 BLACK BELT KARATE GAME
APD198 BOMBS FROM BAGDAD GAME
APD200 DUNGEON MASTER SHELL
APD203 FRACTAL MANIA DEMO
APD205 R-DRAW UTILITY PROGRAM
APD213 DREAMERS DISK MAGAZINE
APD215 FRACTAL WORKSHOP
APD221 AMOS BINGO GAME
APD222 STEVES SAMPLE DISKS (5)
APD230 AMOS ASTERIODS GAME
APD233 NEW AMOS COPY PROGRAM
APD234 AMOS TEXT W. PROCESSOR
APD237 AMOS SHAPES GAME DISK
APD238 AMOS IMAGE PROGRAM

DEMO DISKS

1002 BUDBRAIN II Still one of the best mega demos on the amiga.
1016 TOTAL DESTRUCTION Megademo By Crionics. The Madonna Group.
1021 USA vs IRAQ Animation*
1105 THE JARRE LIVE MUSIC
1190 THE TRASHCAN BY WIZCAT See The dark side of Mickey Mouse
1206 PLAYBOY JAN 1991 (2) XX
1233 VOGUE & JUSTIFT MY LOVE Some more Madonna music.
1236 VOCAL ATTACK III Remixed house music: The Flame Arrows (3)
1238 ANARCHY System Violation Mega demo. Another Excellent
1242 RED DWARF HI-RES PICTURES (2) Some pictures from aboard the Red Dwarf
1249 EVE OF THE WAR MUSUC
1250 DR. WHO & OUTRUN MUS
1271 BAY WATCH ERIKA PICS
1281 NODDY: MONTY PYTHON
1295 REBALS & SCOOPEX DEMOS*
1332 SCHWARZENEGGER in the Total Remix & a Washing up Advert.
1343 THE ROBOCOP 2 SLIDESHOW
1404 EMIGMA BY PHENOMENA This is a excellent mega demo with great graphics
1417 STAR WARS PICTURES (2) Excellent art work, this time pictures from Star Wars
1427 F15 II PREVIEW Take the chance to see one of the better games. Coming soon.
1431 DONT MISS THE PART ZONE House music By the Beatmaster. VERY GOOD
1441 THE PLASMUTEX 1991 by The flame Arrows. Madonna Music & some excellent graphical effects to run along side.
1451 JARRE CONCERTS MUSIC Production by Jean M. Jarre. More jarre music
1455 I LOVE TECNOLOGY MUSIC House music By the Beatmaster.
1471 ACES OF THE SKY Agatron: 35 The latest animation of two planes (*)
1485 BASS HOW LOW CAN U GO Another Excellect house music
1499 TOPLESS GIRLLS SHOW Some more topless girly pictures.
1516 ANARCHY NEW MADNEES II Anarchys Latest music disk
1532 ALIENATION AURAL ECTACY
1547 JETSET 'OVERLOAD' The MTV Braun European Music disk selection
1569 DO THE BARTMAN (REMIX)
1578 GLOBAL TRASH BY SILENTS A Truly superb interactive demo. This has to be one of the best of all time.
1586 PAPA DON'T PREACH Excellent sampled Madonna music. Excellent disk.
1592 ITS ON YOU BY MC SAR This is the best house music (2,2D)
1599 BUDNBRAIN III By Flash productions. Theres some Excellent new sections
1610 THE VECTOR DANCE By Cult
1618 KGB MEGA DEMO This disk is totaly brilliant & realy well presented. Better sections that Budbrain II (2)
1625 INDIANA JONES & THE LAST CRUSADE The Hi-Res Slideshow **(2)**
1627 SHADOW Present: The Gamb-ling House totaly interactive demo.
1628 MAG. FIELD vs 3RD BASE PD
1629 THE SIMPSONS Animation: By Decay, Totaly excellent disk.
1669 MADONNA (2) Shes back with more excellent pictures colour pictures.
1671 MAGICIAN ANIM VERSION * 2 Anothr Excellent ray traced Animtion
1698 REINCARNATION OF SGT (2) PEPPER Freaky colourful graphics
1713 'PLAGUE OF DOOM The Ultimate Music selection collection disks (2)
1715 SINKING DEMAND/VECTOR is a cool looking mega demo with colourful effects
1720 MANIC RAVES BY EMDLESS PIRACY Excellent hard hitting tracks. (2 disks)
1727 ZEUS Megademo, stunning graphics, sound & Loading section.
1728 MYSTICAL TUNES BY VERICAL Superb choice of music tracks to listern to.
1729 NO TECH BY BASS: Loud music & animating effects. very good indeed.
1736 MADONNA Slideshow III Best Madonna slide show to date (3)
1740 DRUMS & PIPES Music collection high Quility sound not to be missed.
1741 KLF MUSIC DISK Sator presents this great music disk production disk.
1742 CRUSADERS EUROCHART JULY See what the best Mega demos are, the best games, utilities & loads more.
1743 SWIM SUIT CALENDER GIRLS (2) Crusaders Picture slideshown 1991.
1746 ANARCHY INSPIRATION IS NONE Latest & the best ever mega demo from one of the best Amiga demo groups.

1748 SILENTS MEGA DEMO CALLED ICE This is there latest mega demos & is totaly stunning, Totaly Excellent **DEMO OF THE MONTH,** Thanks go out to the silents.

1750 PINK FLOYD THE WALL (6) Six disks & requires one Meg & 2 drives. Reviewed.
1756 UPGRADE ANIMATION (6) Six Disks & Totaly Excellent Anim (1.5Mb)

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ERIC SCHWARTZ

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F414 BATMAN, LATENIGHT, TERMINAL ANIMATIONS (1MB REQUIRED)
F423 MISS MAM'A'SELE: POGO
1034 AT THE MOVIES ANIM (1MB)
1582 AMY vs THE WALKER (1MB)
1700 ANTILEMMINS ANIMATION 2MB REQUIRED, 2 DISKS REQUIRED
1702 THE DATING GAME ANIMTION 3MB REQUIRED, 2 DISKS REQUIRED

STAR TREK SECTION

0186 ORIGINAL ANIMATIONS (2*)
1029 THE USS ENTERPRISE ANIM*
1030 BIRD OF PREY ANIMATION*
1031 THE FLEET MANEUVER ANIM*
1032 THE WRATH OF KHAN ANIM*
1033 APPROACHING STAR TREK*
1060 STAR TREK NEXT GENERATION
1081 THE ULTIMATE STAR TREK (2)
1107 STAR TREKKIN SONG (2, 2DD)
1254 STAR TREK THE SHOOT EM UP
1349 AMERICAN STAR TREK Latest with extra sound & graphics (*2D, 2)
1465 NCC WORKERBEE TREK*

(N) = NUMBERS OF DISKS
***** = 1MB MEMORY REQUIRED
(2D) = NEEDS TWO DISK DRIVES

FRED FISH UPDATE

F491 BBASE II A simple Database that stores, sorts & searches for information.
F492 SUPERBASE PRO Trial version complete with sample application V1.0
F495 ANALYTICALC SPREADSHEET This version is now directly executable.
F499 MATLAB A New Fortran Package

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L1 - SPACE BLOB : Platform Game similar to Manic Miner
L2 - MR DIG (1Mb) : Eat the earth, munch the cherries.
L3 - Q-BOID : Shoot blocks upwards to fill the shapes before the screen falls apon you. Played Tetris when try this variant.
L5 - SUBCULTURE : R-Type clone where you have to shoot down waves of space ships flying towards you. All 5 Levels.
L7 - DIZZY LIZZY (1Mb) : A Boulderdash clone with extra large graphics. Collect all the diamonds & avoid the monsters. Reviewed in CU Amiga.
L8 - LIZZYS FUNTIME SHAPE, CLOCK PICTURE & KEYS, MONEY, SEASONS & MOUSE (2 DISKS) Both reviewed in Amiga Format (June 1991). Educational
L11 - TRON DIMENSION X (1MB) : Brilliant Light Cycles Game, ONE OR TWO PLAYERS
L12 - THE ULTIMATE GRABBER : 100 times better that the Amos Sprite grabber program. A must for Amos programmers.
L13 - BOUNTY HUNTER (1Mb) : Take Lucky Luke through a Graphic adventure, Excellent arcade shoot outs where you contoll the Gun. then ride your horse & take out the bad guys. Shoot out sequences like Operation Thunder Bolt.
L14 - CLASSROOM MATHS EDUCTIONAL PROGRAMS: New Education programs from the creators of LIZZYS FUN TIME 1 & 2. See Future reviews for more details.
CW1 - BASS O MATIC (2 DISKS) : Some excellent Crusaders Music & graphics
CW2 - TUFFENUF MEGA DEMO : Excellent production with various Great sections. Inc the Crusaders Cartoon charater. Reviewed in Amiga Format July.

VIDEO FONTS 4 £15.00

FLETCHER VIDEO FONTS PACK 4 : Colour Pack 4 (FFP4) Six disks packed with a varied assortment of coloured fonts. in many colours, shapes & sizes. For use with Dpaint programs or any Video production utilities. This latest has some totaly outstanding fonts and for only £15 they give you over 70 fonts to play with. Have fun

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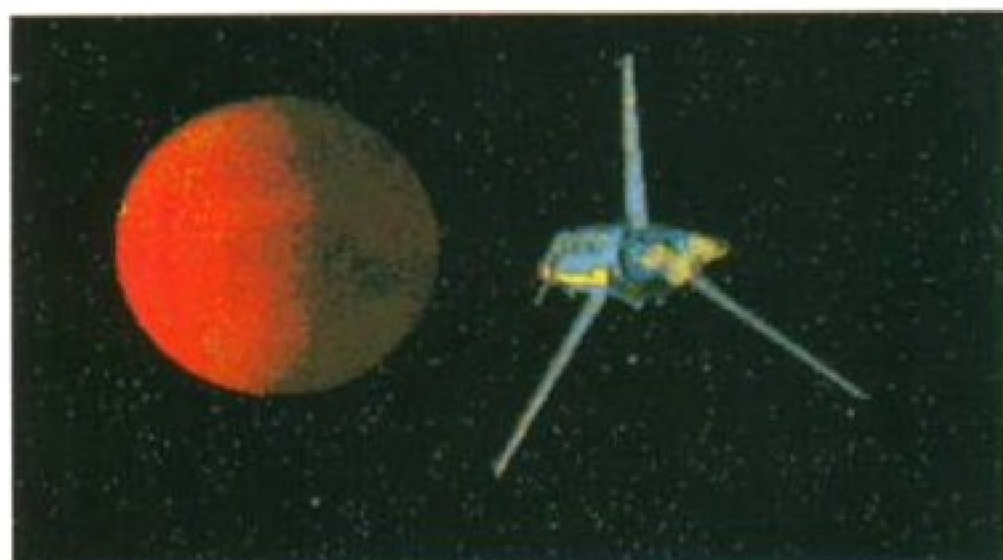


PD Demo Zone

Right. Switch off that stereo for a minute. What do you mean, you want to listen to your new record? You're better off with some of the stuff **Maff Evans** has been playing – it will knock your boots off. If it's hip sounds you want, then PD is the place to look. You've got your hip dance, your ethereal soundtracks and spiffy visuals to boot. Want to know more? Then read on...

LANDING

Amiganuts United, Disk 1103
4 disks - Requires 4 Meg



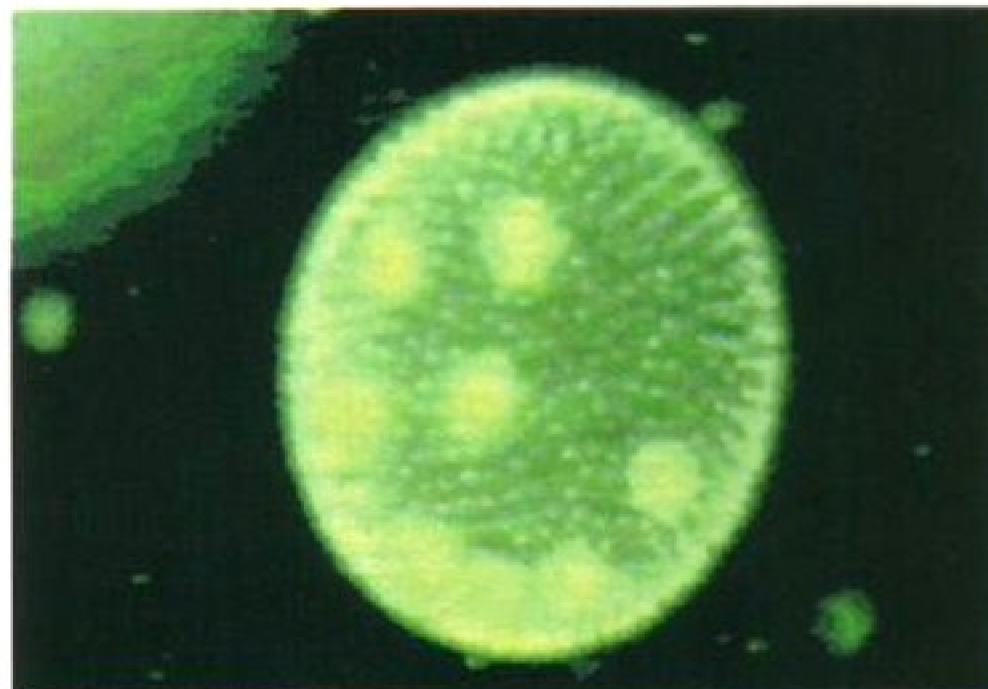
When it comes to futuristic science-fiction animations, then Tobias Richter is well in front of the field. With his Agatron label he has brought us some of the most impressive ray-traced space clips ever to be seen on a home computer, and *Landing* is no exception. It starts in a landing bay, the demo follows the launch, flight and docking of a shuttle craft. There is no sound, but this doesn't matter because the visuals are of such an incredibly high standard. The only problem is it needs an almost ludicrous amount of memory to run – in fact it's almost good enough to warrant buying a memory expansion to watch it!





EVOLUTION SLIDESHOW

17 Bit, Disk 1070



This is a strange one, make no mistake! The demo plots the evolution of life on Earth using a series of digitised HAM pictures, from a single-cell animal via fish-life to lizards and mammals. The pictures are pretty good, being clear and colourful, but it's not very interesting apart from that. Still, all you budding anthropologists may find it intriguing.

MR POTATO HEAD

17 Bit, Disk 1091



It's good to see demo coders injecting humour into their demos every now and then, and *Mr Potato Head* is a prime example of this. The vegetable star of the title makes his premier stage performance in this clip, doing his best to entertain the audience. A fact which is made difficult by his inability to dance! A funny little cartoon which will cause a smile or two.

THE REINCARNATION OF SGT PEPPER

Amiganuts United, Disk 1105
Requires One Meg



This demo should please all the Beatles fans. The disk contains various pieces sampled from the Sergeant Pepper album, accompanied by some wonderful psychedelic images. If Sixties imagery is your cup of tea, then this is definitely worth checking out.

20 SECONDS TO COMPLY

17 Bit, Disk 1143

This is what we want to see! Hard-core rap music in the PD scene! This disk contains two versions of Silver Bullet's 20 Seconds to Comply. One of them is a standard version for 512K Amigas, whereas the second mix is designed for users only with 1Mb of chip RAM available. I suggest you get hold of it, load it up and crank up those decibels.

THE INVISIBLE WORLD

The Disk



This is one of the strangest demos to come along for some time. If you're one of those people that finds bugs and other creepy crawlies too horrible to contemplate, then this disk is most certainly not for you. The demo features some superbly digitised pictures, ranging from magnified pictures of grubs, lice and mites to freeze-frame pictures of bullets fired through objects. Although it seems to be rather text-book stuff, it makes for quite an interesting slideshow.



BLITTERCHIPS AMIGA PD

UTILITIES

12 Bootbench v2.0, intro creator
54 Utilities disk 4 by Red Devil
227 T.V. Graphics, and fonts (2 disks)
228 Video applications (2 disks)
251 Blitterchips virus killer disk
282 Darkstar utils disk 2
283 Darkstar utils disk 3
318 Dope the intro maker
345 Extravaganza, 26 utilities
377 Red Devils utils disk 6, superb!
408 Audio utilities from the Warriors
435 ARP V1.3 with full documentation
445 Sydney & Friends, SID and loads more
471 Jazzbench, replace your workbench
506 DBW render, ray tracing program
549 Home utils, Wordwright, Scalc etc
573 The Clerk V3.0, Accounting program
613 Soundtracker Professional (Protracker)
616 D-Copy, very good copier indeed
623 C-Light, ray tracing program very good
636 Razor 1911 Tooldisk, loads of utils
640 Mobed V1.0, a Movable Object Editor
641 Speedbench, a faster loading W/Bench
647-653 Volumes 1-7 clip art by Andy Hughes (may be purchased separately if required)
701 P.D. Spectacular, 40 utils on this disk
706-715 Ten disks of instruments for MED, Soundtracker etc. ST-01 to ST-10, may be purchased separately if required
735 Flexi Base, a more friendly data base
793 Red Sector demo maker V1.0 great! (*)
813 Startrekker V1.2 Soundtracker clone
819 NIALL V2.1, teach your Amiga English!
843 ICONMANIA, mess about with icons, good
846 Joy of Printing, 28 new Amiga fonts
868 Utils disk 1, By C. Palmer. V.Good.
877 NORTH C V1.3 please note 2 disk set
898 Audio Magic V1.1, full of useful utils
945 Graphics utils, V.Good run from W/B
956 C-Manual V2.0. Please note 4 disk set
993 Master Virus Killer V2.1, kills 124!!
994 Q-Base, (data base) and Spread also.
996 A-Gene, a Genealogy data base (*)
997 Sound Applications, please note 2 disks
1008 Graphics Management, V.Good 2 disk set
1017 Deskbench, smarten up your workbench
1018 Bases, for use with deskbench
1019 Icons, all that a good deskbench needs
1027 Blitterchips fonts disk for the RED-SECTOR demo maker. 22 Fonts, size 32 by 32 ready for you to use, don't miss this!!
1060 MED V3.11b, latest bug fixed version!!
1061 MessySID, read PC MS DOS the easy way
1062 Something for nothing, great set of graphic utils etc, V.Good, note 2 disk set.

ANIMATIONS

4 Walker demo 1 from Star Wars (*)
5 Walker demo 2 from Star Wars (*)
16 Luxor Teenager, Ray traced animation (*)
43 Puggs in Space, a cute and funny demo
79 Education of Cool Cougar, very funny (*)
101 The very famous "Gymnast" demo (*)
291 The Lotus car chase from Agatron (*)
313 Revenge Horror show, for psycho's only
394 Stamp collector, an old but good demo
444 Fillet the Fish, similar to Puggs demo
487 Magician and Jogger. Requires w/bench (*)
582 Stealthy II Manoeuvres, great cartoon (*)
625 Juggler II, the Juggler meets a lady (*)
631 Steves animations 1, has 8 cute anims
632 Steves animations 2, has 6 cute anims
633 Batman the Movie, funny and amusing (*)
762 Porky Pig animation, funny cartoon (*)
763 Basketball player, superb ray tracing (*)
789 Steves animations 3, has 6 cute anims
790 Steves animations 4, has 5 cute anims
791 Steves animations 5, has 6 cute anims
805 Franklin the Fly, hilarious and funny (*)
863 Iraq demo, rather comical animation
865 Coyote Strikes back, poor Roadrunner (*)
866 Ami versus the Walker as reviewed (*)
913 Mars, smooth space fighter animation (*)
917 Juggette and Juggette the revenge (*)
1041 Trackball animation by Dr. Gandalf (*)
1044 Chaos in motion, Mandelbrots 2 disks (*)
1046 Ultra graphics anims, Ghostbusters (*)
1047 Anti-Lemmings, superb anim from Eric-Shwartz. needs, 2 Meg mem, 2 drives, (2 disks)

MUSIC

2 I should be so lucky by Kylie (2 disks)
301 Darkstar's music 9, 14 tunes (2 disks)
417 Electric Youth, Debbie Gibson (2 disks)
420 Lumberjack song, Monty Python (2 disks)
478 Made in Heaven by Kylie (2 disks)
525 Flash by Queen, superb sample (2 disks)
581 D-Mob music 4, good music (2 disks)
703 808 Remixes from the Beatmaster who else?
716 Bomb the Base, 8 fab tracks to listen to
718 Revolutions by Jean Michelle Jarre
722 Vocal attack the sequel, thumping music
723 Sounds of DOB II, 17 tracks of music (*)
767 The 900/Oxygen remix, collect it now (*)
770 Arcane music, 11 tracks for you to play
794 In a Silent Way, Don't miss this disk!
796 Crusaders does Genesis, superb (*)
798 Doin' the doo, B. Boo (2 disks/2 drives)
799 Wanted-Dead or Alive (2 disks/2 drives)
847 The Wall by Pink Floyd, sample of hit
848 A kind of magic, by Queen. sampled (*)
849 Do they know it's Christmas (2 disks)
856 The power of love, Huey Lewis (2 disks)
968 Followin you, by Madonna (2 disks)
969 Walk like an Egyptian by Bangles, sample
970 If only I could, Sidney Youngblood sample
971 Winkers song, over 18yrs only (2 disks)
977 Mystify, sample of INXS record
978 Give Me what I want, Sam Fox sample
980 Jarre Live, eleven good tracks of music
1030 Vivaldi's Four Seasons more of Rob Baxters superb classical music (2 disks)
1079 I love Technology by the Beatmaster
1080 Mean Machine, good music (2 disks)
1081 Groove is in the Heart, sample (*)
1082 Walk this way, remix by N. Henthorn
1084 The Golden Stars top twenty (2 disks)

GAMES

78 The Holy Grail, a very good adventure
223 Moria. Another adventure game (*)
317 Star Trek. Please note, 2 disks
362 Callisto, Daleks, Puzz and Pontoon
363 The Golden Fleece, a text adventure (*)
374 Colossus, another adventure type game.
418 Frantic Freddie the P.D. game, good fun
441 All New Psuedo Cop game, a shoot em up
458 Castle of Doom, adventure with graphics
459 Buggy Commando, playable demo, good fun
460 Flaschbier, a boulderdash P.D. game
477 Return to Earth, Space Combat/adventure
485 Grav-Attack, 17 distinct levels
511 Train Construction, make your own tracks
551 Cluedo and Monopoly, 2 great games
552 Eat Mine, has 80 screens to play at
553 Retaliator and Pacman, 2 great games
555 Drip, a painter type of game, great fun
556 Super Off Road Racer, playable preview
557 Silkworm 4, Playable shoot em up demo
558 Murder, an adventure playable preview
559 Back to the Future, playable preview
562 Spaceblitz, 4 good games to play
644 Horror Zombies, playable game preview
646 Tennis, great game of tennis (*)
665 Killing Game Show, playable preview
666 Plotting, 5 level playable demo, brill
668 Cybercon III, playable game demo
672 James Pond and Paradroid playable demos
699 Yelp, a Painter type game, Multi-levels
700 J.A.R. avoid the monsters, addictive
746 Paradroid, playable preview, fast action
749 Turrican, playable shoot em up demo (*)
899 Wraithed One, super fast quiz game
900 Blizzard, fast scrolling shoot em up
902 Mayhem, avoid the traps, addictive
1012 Excalibur, great shoot em up (*)
1014 Chinese Checkers, similar to solitaire
1015 Megaball, very good breakout game
1028 Rings of Zon, adventure type game (*)
1029 Seven Tiles, superb ball game, get it
1064 Ultimate Ride, playable preview. Good
1066 Simpsons game, simple shoot em up
1067 Star Trek, another simple shoot em up
1068 Twintris, superb Tetris variant
1069 Downhill Challenge, playable demo
1072 Battle at the edge of time, shoot em up

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DEMOS

132 Dragons demo 1, has lovely raster effects
22 Kefrens Mega demo 7, good multi part
44 Trilogy mega demo, V.Good (2 disks)
45 Kefrens mega demo 8, superb (2 disks)
66 Predators demo, plus game (2 disks)
95 Dexion mega demo, many varied parts
121 Mental Hangover by Scoopex, v. good.
174 Ian & Micks mega demo, 9 parts to this
199 Red Sectors mega demo, Brill (2 disks)
201 R.A.F. mega demo, superb (2 disks)
287 Golam Gates Mega demo II, worth getting
290 Red Sectors "Cebit" great vectors
321 Fractal flight animation, unusual demo
365 Budbrain (over 18 yrs for this, 2 disks)
475 Dream Pack by Tom Soft, very good disk
516 Purple, very large vector routines
539 Chromium, a great new demo by Scoopex
547 Materealized, Cryptoburners superb demo
594 Hit the Road by Flash, (2 disks)
597 Cool Fridge, superb Plasma effects here
598 Fractal animation, super mandelbrots (*)
599 Neverwhere by Crionics, interesting
614 Monty Pythons "Nudge Nudge" (2 disks)
617 The Byte Busters Mega demo, good
654 Olympia, parallax scrolling at its best
655 Unreal game demo, to show off your Amiga
656 Pussy Innership, good graphics and game
657 Goldfire mega demo, nice lips!
750 Budbrain II a new disk from Budbrain
751 Colour Cycling, superb effects, get it!
759 Amos Creator II demo, official release
807 Evil Dead demo, for all you Psycho's (*)
982 Total Rebate, from the Steve Wright show
983 Total Retrial, from the Steve Wright show
984 Total Restyle, from the Steve Wright show
985 Total Respray, from the Steve Wright show
986 Total Recount, from the Steve Wright show
1095 The Undertaker, sample of Monty Python
1099 Substance by Quartex, super demo, good
1101 Enigma from Phenomena, terrific demo

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LPD10	Word Factory	(*)	for children
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APD132	(UTIL)	Family History Data Base (1 Meg)
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APD143	(DEMO)	Cybernetics (1 Meg)
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APD160	(QUIZ)	Quizmaster (1 Meg)
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015 Crionics mega inc. Madonna animation!
026 Crusaders Bacteria: Fabulous!
032 Technotronic demo: Amazing music!
026 Crusaders Bacteria: Excellent demo!
041 Popeye meets Beachboys: Funny!
047 Wrath of the Demon demo: Fab!
091 Puggs in Space: Quite an amusing demo!
112 Digital Concert VI: Excellent music disk!
203 Slipstream demos: inc follow me + Impact
367 Epic preview: Fab game preview!
487/488 Monty Python Lumberjack Song! (2)
518 Crusaders Space deleria & much more!
556 Elvira demo: Excellent demo of game!
607 Total Recall demo: Good Arnie demo!
614 Budbrain 2: New, excellent!
654 Evil dead demo: This is weird!
674/5 Laurel + Hardy: Lonesome pine! (2)
764 System violator: from Anarchy!
765 Hysteresis demo: Excellent demo!
830/1 M Python: Policemans ball (2)
864 Phenomena Interspace: Brilliant, a must!
865 Beatmaster 808 state: 4 tracks!
872 Prodigy Tribute to the Gulf!
888 Pure metal coders II: Guitar: Fab!
890 Sleeping bag demo: Great megademo!
891 Chaos Rock: Superb fractals demo! *
887 Good Morning Vietnam demo: Good!
940 Phenomena Enigma: Fantastic, get it!
963 Analogia Megademo: Good!
999 Bartman remix: Quite Good this one!
1000 Silents Global Trash: Superb demo!
1016 Hip hop pack 33: V Good!
1020 Technoflight megademo: Fabulous!
1043 Aurora megademo: Another good one!
1044 Light Megademo: Nice multipart demo
1055/6 Laurel and Hardy animations: Great!*
1065/6 Star Drek: Takes the micky of Strk! 2
1093 Plasmutex: An excellent plasma demo!
1105 Pendle 81: Simpsons Decay & more!*
1118 Pixelated Pleasures: Very nice demo!
1119 Tomsoft Virtual World: An Epic, Get it!
1120 PMC Alpha Omega: Amazing!

Animations & Slides:
001 Juggler & Walking cat: 2 classics!
003 Probe demo: Been on TV!
004 Vangelis demo: Superb demo! *
005 Enterprise leaves dock: Great! *
011 Newtons cradle & 2 more: Brill!
012 The Run Anim: Fab car chase demo! *
034 Cool cougar demo: Great cartoon type! *
044 Super Ham Cars: Stunning pictures!
050 Walker demo 1: Great!.*
051 Walker demo 2: Excellent! *
052 CX1: Fab ray traced anim! *
058 Ghostpool & Drip: Excellent anims! *
059 Magician & Jogger. Good! *
067 Dynamic Hires: Unbelievable quality!
078/9 Agatron 6+8: Ray traced pics, fab (2)
097 Read 3d: Mega ray traced pictures!
360 Stealthy Animation: Amusing Anim!*
370 Colour cycling: Nice slideshow!
409 Fractal flight: Superb 1Mg *
411 Busy bee anim: Brill ray traced anim*
492 Basketball Boing etc: good *
493 Agatron anims: F15, Star trek!
608 Dragons Lair II (Timewarp) Fab!
624 Batman the Movie: Amusing anim!*
692 Miner Anim: Good little Anim! *
775 NWilliams Dynamic Hires: Jawdropper!
825 Zeus bust anim: good rotating bust! *
866 Lambourghini Countach: Car pictures
879 Franklyn Fly: Brilliant animation! *
978 Agatron30: Hyperspace+Landing *
979 Agatron33: Probe & Klingon hit! *
914 Agatron 12: Another fab slideshow!
920 Born to be free: Fab wildlife pictures!
1003 Pentagon+Drifters b+w fantasy!
1005/6 Sci-fi fantasy pics: Great (2)
1013 Tolkien slideshow: Nice fantasy pics!
1025: Rick Parks art: Fab Dpaint pics!
1045 Coyote II: Brill roadrunner needs 1.5 Mb!
1088-90 Buzzard: Fabulous but needs 2 Mb!
1101 German ray traced slide: Superb pics!
1121 Amy Squirrel anim: Great anim!*
APD 202-3 Great slideshow various subjects!

Music & Music Utils:
055 Flash music: Dance music disk!
060 100 64 tunes: Brill disk, a must!
108/9 Helloween demo: Superb! (2)
110/11 Quiet Riot demo: Great guitar! (2)
156 Soundtracker: Several versions!
157/158 Loads of Tracker samples! 2 disks
190 Games music Creator. Good!
245 Mididisk Lots of synth progs!
246 Fish 323: Casio CZ patch editor!
248 Amiga chart III: Black Box & Queen!
317 Fish 300: Realtime pitch convertor!
322 Perfectsound sampler & samples
428 TSR music 5: Technotronic type music!
483 Music: several progs & midi!
510 Burning Independence 2: Brilliant!
513 Depeche Mode music: Good disk!
534 Dmob 3: Over 4 minutes dance music!
562 Dead dance thrash: Metal music & pics!
587 Amigadeus: Mozart on Amiga!
589 Classix 2: Bach, Handel etc Excellent!
599 Audio Magic: All the soundtrackers!
705 Crusaders play Genesis: Brilliant disk!
763 Zarch music 3: Another goodun!
769 Prologue music: 5 good music tracks!
801 Get wicked/Oxygene remixes!
803 Groove in the heart! Dancemusic!
854 Digital Debussy: Clair de Lune etc. Fab!
894 Digital Debussy II: Arabesque etc!
870 Med V3.11: Latest version inc midi!
869 Partners in crime music 2: Lots of tunes!
941/2 Silents blues house: Great (2)
960 Patricks music: Some great tunes here!
961 Patricks music II: Some more great tunes
964 Axis music: Excellent music disk!
971/2 Goldfire celebral delights! Fab! 2 disks
997/8 Vivaldi 4 seasons: Great Classics! (2)
1026-8 House music samples: 3 disks full!
1029/30 Made in Heaven: Good! (2)
1063 Talk to the trees music: Hilarious!
Fish 356: Algorythms, midi program!
Fish 403: Kawai K4 editor + more!
Fish 481: Kawai K1 editor + more!

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057 Chet Solace: 26 utilities on this disk
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272 Flexibase: Easy to use database.
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274 Analyticalc: Spreadsheet! *
303-305: Scanned clipart: good stuff! 3
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991 Hard drive utilities: Great programs!
992-5 Holy Bible: Packed on 4 disks!
1007 Messydos + Sid: Easy PC-Amiga!
1009 Hamlab: VGA pics-Amiga ham, Fab!
1071 PC Emulator: At last CGA graphics!*
Fish 375 Textplus 2.2: Wordprocessor!
APD 132 Family history database!*
APD 176 Database Master: Database prog!*
APD 205 R-Draw: New paint program!*
Amigos 8/90 Anti flicker etc.

Games & Leisure:
043 Holy Grail: Text adventure *
368/9 Star Trek: Brill 2 disk: Great!
424/5 Learn & play: Fun for kids! 2
426 Amigaman games pack: 10!
451 Tennis game: Good shareware! *
555 Amigaman 2: Drip, Chess etc.
582 Castle of Doom: Adv game!
583 Flaschbier: More than 200 levels!
584 Frantic Freddie: Platform game!
613 Pacman 87 Retaliator & Sorry!
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1011 Megaball: The best breakout game!*
1014 Tanx Amigoids Rollerpede etc!
1060 Hollywood Trivia: Excellent quiz game.
1106 Serene shoot em up: A great blast!
1109 Llamatron: Fab Jeff Minter game!
APD 85 Reversi + Snakes & Ladders!
APD 96 Pair it: Match the cards!*
APD110 Cross Fire: Great kids game
APD135 Simon says & Space maths
APD180/1 Dungeon Delver: 2 disks
APD182/3 Pixie Kingdom: (2 disks)
APD230 Amos Asteroids: 4 versions!*

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LPD17 Dogfight: Shoot em up game!*
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1083: Copper Writer/Screen Designer. By Frank Tout.
(For programmers only) £3.00
1088: Weird in Edgways. This is a good puzzle game.
By Chris Banks 1Mb £3.00
1100: School Timetable Creator. (Print your timetable).
By Keith Grant. 1Mb £3.00
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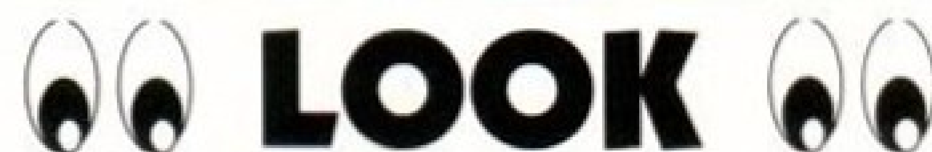
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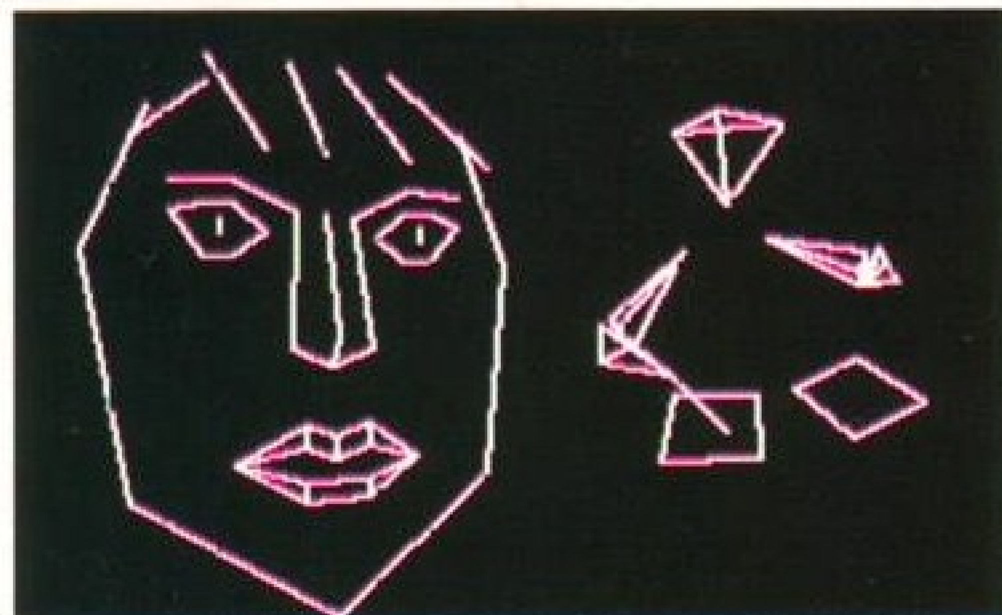
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MORE ARNIE CLIPS
17 Bit, Disk 1146



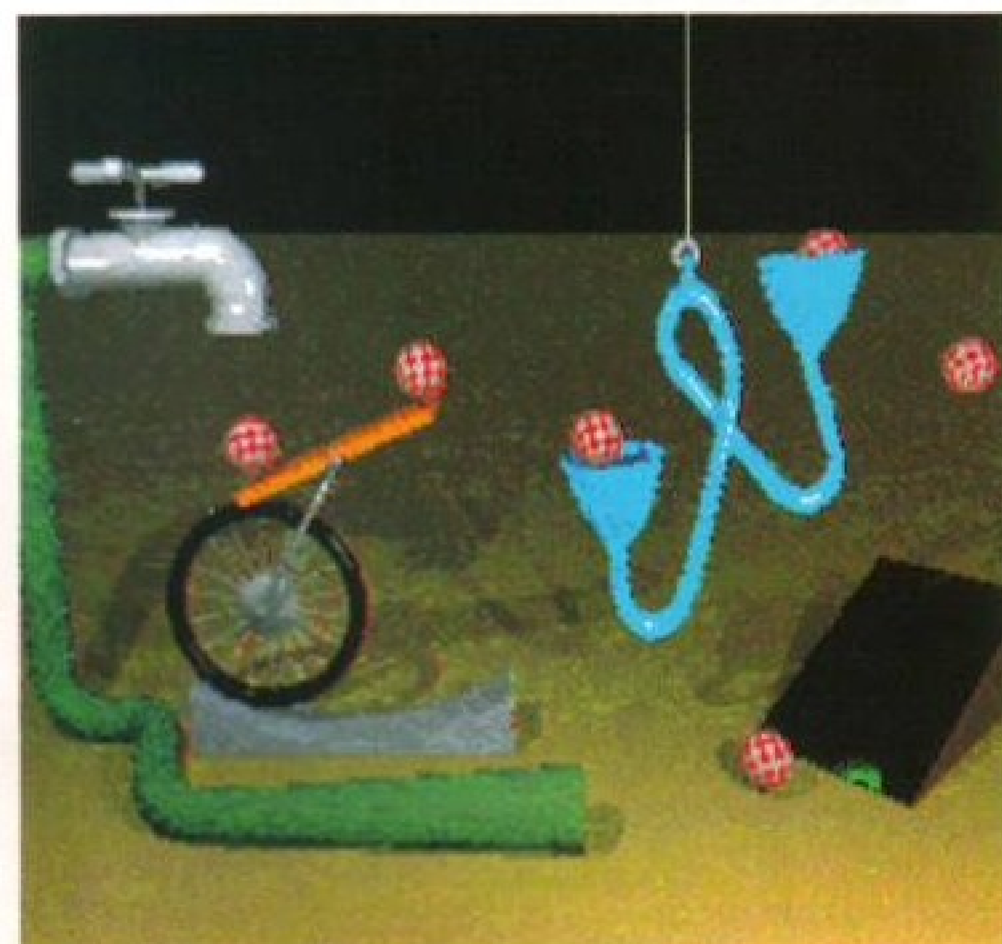
After reviewing a couple of sample disks last month featuring some of Steve Wright's humourous versions of Arnold Schwarzenegger, here is yet another one! The disk plays two clips over a set of pictures digitised from *The Terminator*. If you're a Radio One fan or you want a quick laugh then it's worth having a look.

KGB MEGADEMO
PD Soft, Disks 1618 and 1619



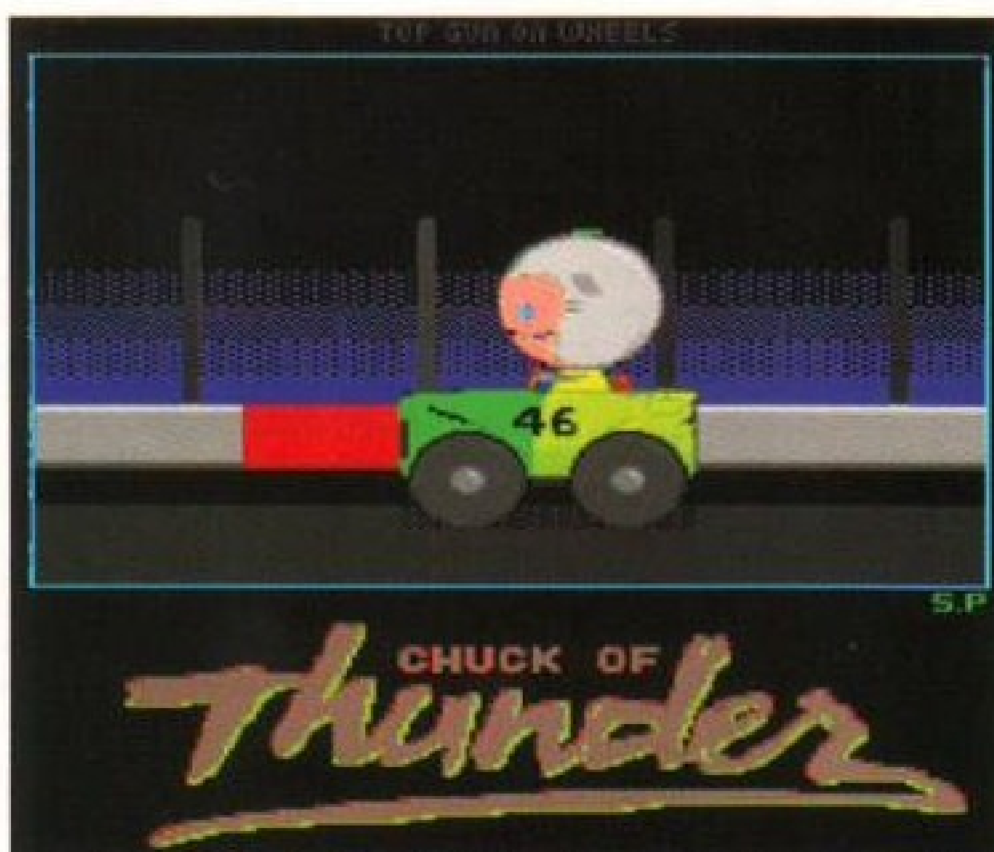
I know that megademos are usually pretty repetitive and boring, but this one is put together with a touch more class than most. After a strange test-card intro, the demo continues with some superb wire-frame images and flash-frame effects over a groovy acid track. Sound dull? Well have a look for yourself and you'll be impressed.

ANIMATIONS
17 Bit, Disk 1095

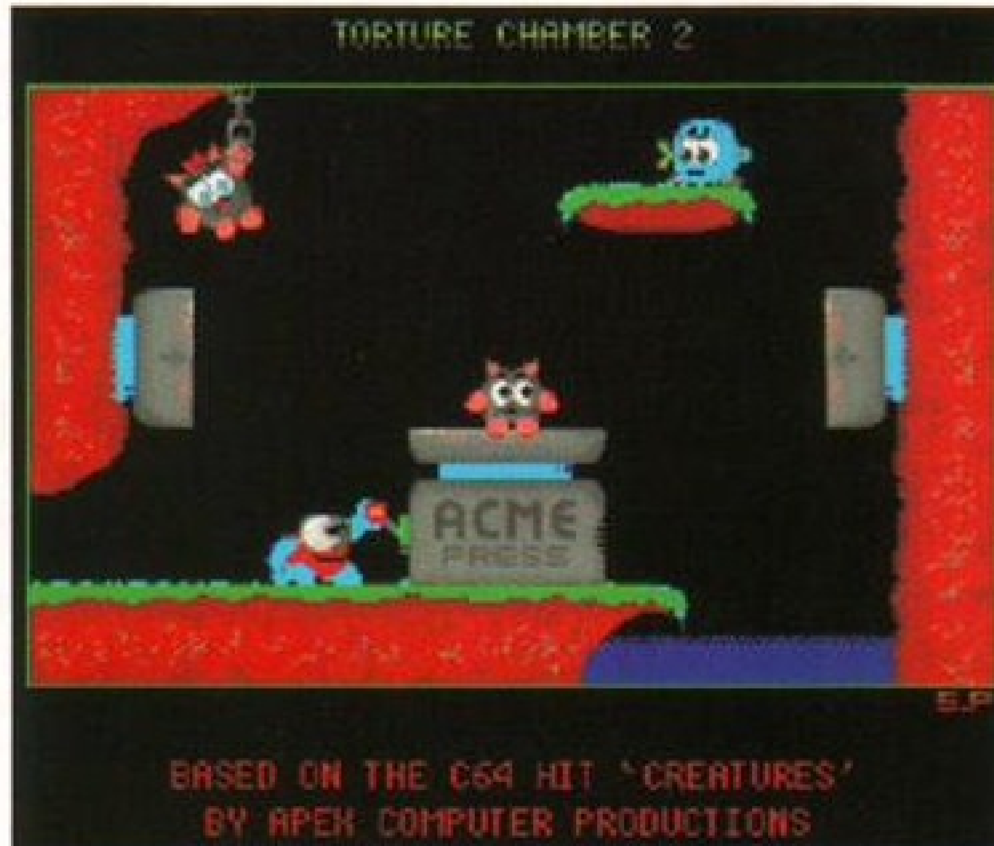


Featured on this disk are three ray-traced animations. Two of them, *Bird* and *Radio II*, you may have seen before since they have both been featured in previous editions of Demo Zone. The other animation is a strange clip featuring balls flying out of a tap and over various obstacles. Ah yes! We like our weird animations to be *very weird* around here!

MORE CLASSY ANIMATIONS VOL. 5
NBS, Disk D613



Yes he's back! That cute little fella called Chuck has returned in some more short but entertaining little cartoons. The subject matter ranges from skiing, to *Days of Thunder* through to intense violence. Also included is another superb rendition of one of the torture screens from the *Creatures* game.



3D ANIMATIONS
17 Bit, Disk 1188

This disk contains two little ray-traced animations. The first clip is pretty dull, featuring a spring with a ball bouncing inside it (holding down the mouse button causes a nice strobe effect though). The second piece is pretty sweet though, featuring two traffic cones juggling three trucks between them. Sound weird? It is!

NOTECH DEMO
17 Bit, Disk 1149



This is a pretty standard whizzy demo, but the graphics are quite pretty! The main feature is the powerful dance-music backing, which will have your toe tapping along to the beat. All techno-freaks have a look and decide for yourself.

THE DATING GAME
Public House, Disks 1103 and 1104



No issue of Demo Zone would be complete without an Eric Schwartz animation. This one has to be loaded from Workbench and it takes a pretty long time to get going. Still, it's worth being patient, since the cartoon is an excellent *Tom and Jerry*-style farce, featuring a rather harassed frog on route to his dream date. If you haven't seen a Schwartz cartoon before, then this little gem is a pretty good place to start.



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2) Demon Games Vol 6
3) ZeroVirus III
4) Three Player Tetris
5) European Charts disk
6) Tobias Richter Star Trek
7) Kefrens Utilities 4
8) Messydos
9) WellTrix
10) MCP V0.9

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UTL36 - Antiflicker (with English documentation), Biorhythms, Messy DOS, Noclick (stops drives clicking), Spectrum Emulator, Better Speech (improves pronunciation of some words), Disk Salvage, Kick RES (allows you to use a kickstart disk as on the A1000).
GAM14 - Technoball, playable demo of this TLK games release. A breakout/snooker crossover with 4 bats, corner pockets and various options.
GAM15 - Air traffic control, Star Trek Trivia, Monopoly.
GRA12 - Dr Who digitised slideshow 1. Featuring all 7 doctors.
GRA13 - Dr Who digitised slideshow 2. Featuring the 4 most recent doctors.
GRA14 - Star Trek: The Next Generation digitised slideshow 1.
GRA15 - Star Trek: The Next Generation digitised slideshow 2.
GRA17 - Blakes Seven "Stardrive" digitised slideshow from this final series episode.
GRA23 - Doctor Who Gallifreyan slideshow from the Doctor's home planet.
UT131 - Includes ST EMULATOR that runs loads of non crunched software (needs 2 drives). Powerpacker v2.36. Noisetracker v2.0, Virus X4.4.
FISH337 - The C Manual (1 disk archived or 3 disks unarchived for single drive users, please state).
FISH344 - ROM Kernal Reference Manual Companion.
FISH Disks 95, 110, 143, 161, 295, 328, 340 and 347 also in stock.
DEM74 - Cerberos "Copper Scroll" Demo, Scoopex "Glenzvector" demo, Concept's New Intro, Anarchy's "Shape Change" Demo, Coma "Werks" Demo, Anthrox "Bobby The Ball" Demo with a storyline.
DEM75 - Magnetic Fields Hysteresis Demo, Anarchy Madness Demo Part II.
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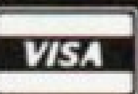
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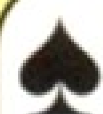
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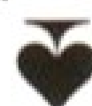
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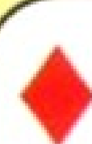
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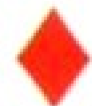
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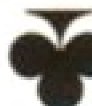
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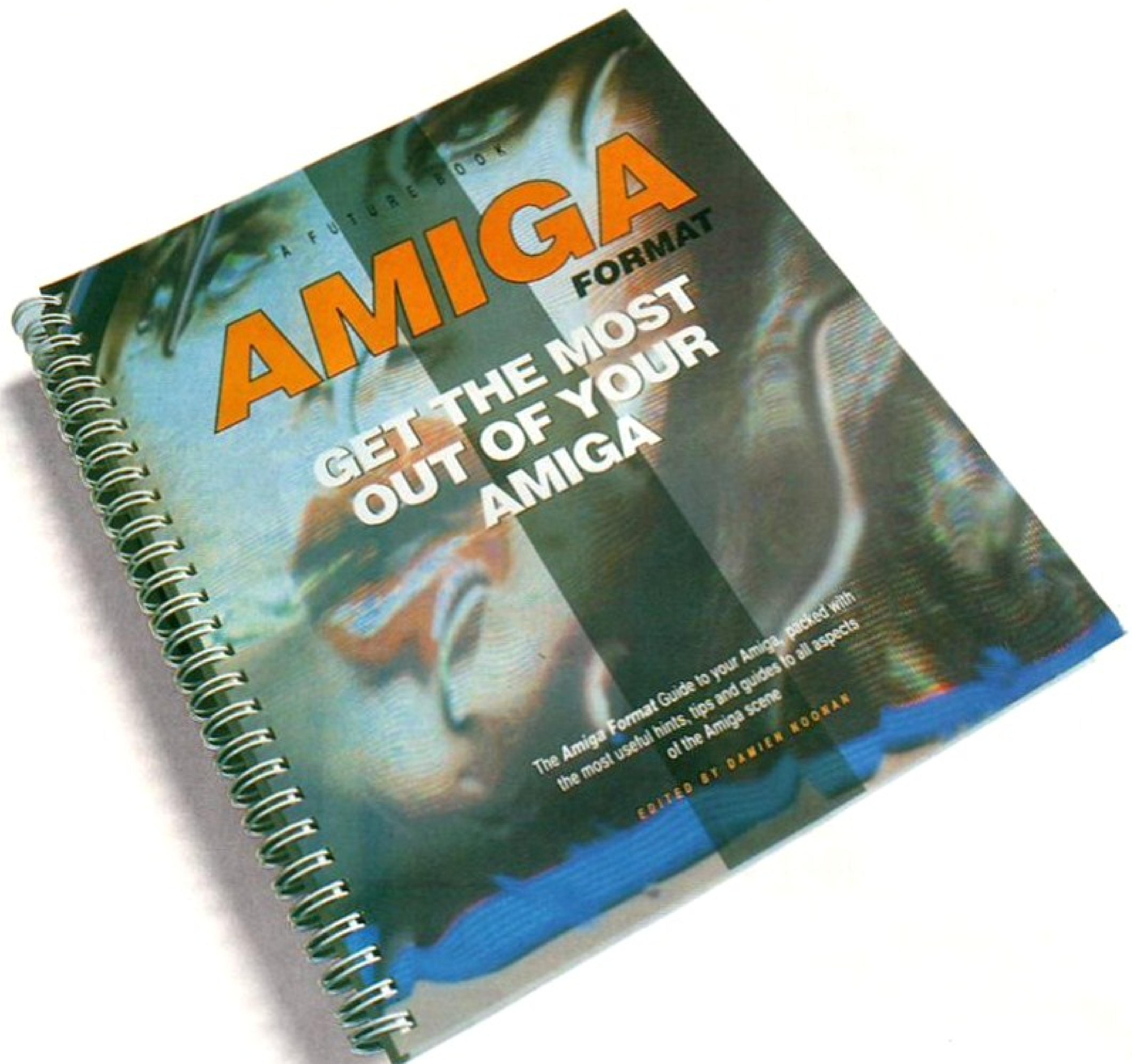
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Workbench

Time for the monthly questions-and-answers session, hosted as usual by **Pat McDonald**, our part-time circus clown and Amiga guru.

LOYAL CUSTOMER

I am sure that if Nick Cole of Loughborough (August Issue) was to take an 11-mile trip to Leicester, and visit Dimension Computers in the High Street, he would get all the help he needs from Neale – their Amiga salesman. I have dealt with this firm over a number of years and find them only too willing to demonstrate things before I buy them. It's an idea to telephone them first and arrange a time and date, because they're busy people.

JE ROBERTS, LEICESTER

Always a good idea to phone first before visiting a computer shop – if they know when a customer is coming, they can make arrangements.

CUSTOM ICONS

£50

Until reading the letter from SS Basel in your August issue, I hadn't used the *IconMerge* program. In a fit of pure recklessness I thought, "What would happen to the solar system if the sun disappeared with the blink of an eye?". So I set about making some split icons for use with my Workbench disk.

After successfully creating a new split System icon, I started on the Trashcan icon. This single icon worked fine until I tried to split it into two different icons. I got error message 212, although my disk did have the Trashcan.info file and the Trashcan directory containing the .info file.

After much messing about and hair pulling, I finally managed to sort it out this way. All clicks are with the left-hand mouse button:

1) Start the Workbench disk running as usual (a working copy of course).
2) When the disk stops and the Workbench and RAM icons have appeared, remove the disk and put in the Extras disk.
3) Then double click on the RAM disk icon to open up its window.
4) Double click on the Extras disk icon and double click on the Tools drawer icon.
5) Click once on the IconEd icon, hold the button down, and drag the icon onto the RAM disk window. This copies the program into the RAM disk. Do this again with the *IconMerge* program.
6) Close the Extras window and the Tools window (click on the small box at the top-left corner of each window). This saves some memory.
7) Take out the Extras disk, and put in the Workbench disk again.
8) Then double click on the IconMerge icon in the RAM disk.
9) When the computer asks if you want to merge or split, simply type s.
10) At "Icon 1:", type df0:Trashcan.
11) At "Icon 2:", type Trashcan1.
12) At "Icon 3:", type Trashcan2.
13) Now close the Workbench window, then double click on it again to open it. You should have icons for Trashcan1, Trashcan2, IconEd and IconMerge. You may have to click and drag, to rearrange them and see them all.
14) Double click on the IconEd icon.
15) Select "Load Data", and type Trashcan1.
16) Highlight another editing box (click on it) select "Load Data" and type Trashcan2.
17) Edit them to your heart's content.
18) When you have finished, save both icons under their original names (Trashcan1 and Trashcan2).
19) After you have saved the icons, close IconEd to get back to Workbench.
20) Close the RAM disk window, and reopen it again. You may have to rearrange the icons, but you should see your new ones there.
21) Double click on the IconMerge icon in the RAM disk window.
22) This time, when the computer asks if you want to merge or split, type m.
23) At "Icon1:", type Trashcan1.
24) At "Icon2:", type Trashcan2.
25) At "Icon3:", type df0:Trashcan. Make sure that that Workbench disk is write-enabled, that is you can't see through the hole in the corner of the disk.
26) Double click on the Workbench disk icon. You should now be able to see your new Trashcan Icon!
27) Double click on the Trashcan icon to see if it works – which it should, if you've followed these instructions correctly.

I hope that this tutorial on splitting, editing and merging icons is of some use to your other readers. It has taken me ages to go through and work it all out, but the actual operation doesn't actually take more than about five minutes to do, (except for the actual icon editing).

HYWEL JENKINS, NEWPORT

Thanks for your excellent step-by-step guide Hywel – have a £50 mail-order voucher, please!

BAD DISKS

Most of the PD disks and Coverdisks that I possess now won't load! I keep getting the message, "Volume has a read/write error". Can you please explain to me what this means? Also, what is the Diskdoctor? Where can I get one? Sometimes I get the message, "Disk is corrupt, use Diskdoctor to correct it".

G MCKEE, SOMEWHERE

Getting that message means, quite simply, that your Amiga can no longer read the disk. For it to appear occasionally (and I mean occasionally) is no worrying thing, but it sounds like you've either got a badly knackered disk drive or a serious case of virus infection. I suspect that it's the latter.

A computer virus has two functions. Firstly, to copy itself to different disks automatically, and secondly, to activate itself after some time and perhaps wipe disks clean, display a message or even move a large amount of money into a Swiss bank account! Usually, they screw up disks.

Here's what you do. Give Amiganuts (0703 785680) a ring and ask them how much a copy of *Master Virus Killer* version 2.2. This is the best virus killer around for going through a disk collection and wiping out the computer viruses. It recognises 153 different types of virus.

Unfortunately your disk collection is probably now useless. Removing a virus with a virus killer is one thing, but it has already struck. Some viruses merely

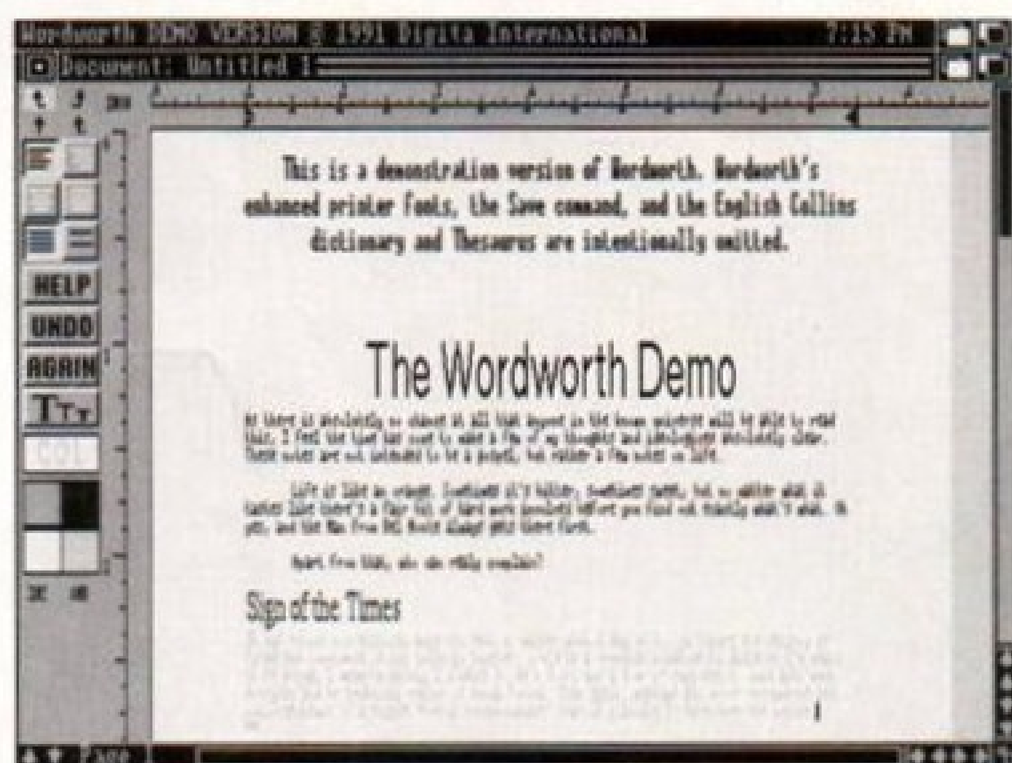
PRINTING MATHS

I am a science student and I often have to write out reports. Next year I will have to type up a rather long project and I want to use my Amiga. Could you please recommend a word processor, or a similar program, which allows the import of graphics and more importantly allows me to use special scientific characters. Ideally, I would like to design them myself.

I was very impressed with the *Wordworth* demo on your Coverdisk, and all-round it seems exactly what I'm looking for, but can it handle the special symbols?

JOHN NUNEZ, LONDON

Creating special characters (or fonts, as they are more commonly known) is pretty easy to do. You can use the Fed program that is on your Extras disk, plus there are many PD font editors too, which can be used to create scientific symbols, or just about any other kind of character.



***Wordworth*, which was on *AF24*'s Coverdisk, has a special facility for choosing characters from a loaded font – ideal for specialist characters.**

The pitfalls occur when you try to print them out. Unless the printer program knows how to translate what you see on the screen in to what you're printer can reproduce on paper, then you might indeed have a few problems – some printers are stuck with their own built-in fonts, and so they cannot handle the Amiga graphics fonts (which look like characters but are actually printed as graphics).

Happily, all but the very cheapest printers can print graphics, and so I advise you to go to it if your printer is a nine-pin dot-matrix type or better. As for *Wordworth*, I think you will find it's one of the best programs for laying out designs, and using fonts with odd characters.

prevent a game from working. Your case is probably different – your disks just got destroyed. See the Answerfile advice on getting replacements for games. As for your Coverdisks, you should have backed them up which I advise everyone to do each month.

To safeguard against acquiring any future viruses use *MVK 2.2* on every new disk that comes into your possession. Also write protect your disks (move the tab in the corner so that you can see through the hole) no virus can get past this.

Using Diskdoctor: switch on your machine, start up a copy of your Workbench disk, double click on the Workbench icon with the left button, again on the Shell icon, and type:

```
DISKDOCTOR DF0:
```

The computer will then prompt you to insert the disk to be corrected in DF0: (the internal disk drive) and to press the Return key once it is in the drive. For the program to work though, the write-protect tab must be off (this means that you cannot see through the hole in the corner of the disk). It reads all of the information off it that it can, and then puts it back on again. Don't bother using it with games disks that produce the "Not a DOS disk" message – it almost certainly will not work. Similarly, do not try to use it on original disks – only use it on copies.

If Diskdoctor is unable to repair a disk then it will mask out the bad bits of a disk, and rename it Lazarus. It is fairly pointless really, but then again Diskdoctor rarely manages to fix a disk.



***MVK 2.2* is now very hard-drive friendly, and it can find and kill 153 viruses and has had the bugs taken out – well done, Xavier LeClerq (the author).**

NO FASTMEM

***Chaos Strikes Back* doesn't work on my A1500. The company (Mirrorsoft) say that it was written before the release of the machine, but *Dungeon Master* and other games work. What's wrong?**

M BENNETT, WEST WICKHAM

I'm guessing, but... the A1500 comes with 1Mb of memory as standard. Unfortunately, this memory is all accessible to the graphics chips – so called chip memory. The A500 is set up to have 0.5 Mb of chip memory, and 0.5Mb of fast memory (only the processor chip, the 68000 "decision maker" can access this).

So I guess *Chaos Strikes Back* (and probably some other 1Mb games) need some fast memory to work properly. I advise you to get a memory expansion of some kind, if you really want to play the game.

A similar problem occurs when you modify an A500 to have 1Mb of chip RAM. If no fast memory is available, then animation is impossible on early releases of *Deluxe Paint III* and lots of other programs become similarly changed.

And the moral of the story is: having plenty of chip memory for graphics and sound is all very nice, but having no fast memory is far too high a price to pay. The problem is that it makes your computer less useful, and A1500s or B2000s suck without having any extra memory.



***Chaos Strikes Back* – it's a lovely looking game, but not on an A1500.**

NON-COMPATIBLE

I am having difficulty with compatibility between my KCS Bitcon PC Emulator and my oldish Supra Scsi hard drive. It's not the 500XP version – the hard drive is in a separate box. If the hard drive starts up, then the Amiga freezes after displaying a lot of hex digits. If I leave it off (don't assign it) then the board works fine.

I've talked to Bitcon many times, and now I'm writing to you to see if you can help. Maybe anyone with a similar setup could write in (A500, KCS, SupraDrive 500XP).

ROBERT BEATTIE, HARROGATE

The problem with older hard drives is that they are often incompatible with new products. Rather than depending on Bitcon, it might be an idea to call Supra (0101 503 967 9081) to talk about how much an upgrade would be to a better hard drive, or perhaps just some new software. Have your computer handy when you phone up. The KCS board is sold in North America, so I dare say they'll have some ideas – the 500XP is a far cry from the hard drives of old.

BETTER COVERDISKS

How do I get the utilities to autoboot from your Coverdisk? I would like to have them on a separate disk so that I wouldn't need to use Workbench. For example I think the Hacktrick.60Hz program is really good, but I don't want to load Workbench every time I use it. The same goes for TextEngine.

Sometimes you include icons to install programs onto other disks. Could you please do this more often? Workbench takes so long to load, and surely it's largely unnecessary.

Please print this letter, because my friend and I have made a bet as to whether or not this letter will be printed, and I stand to lose cash over it.

MICHAEL GODBER, BURNTWOOD

Hmm. Sometimes Workbench is necessary, sometimes it's not. Here's what you do. On the backup that you make of the Coverdisk (and you had better – old Coverdisks are irreplaceable), write the names of the programs on the label.

Now, bootup with the Coverdisk, and keep the Control and D keys held down. The startup-sequence to load the main game demo should stop, and you will be left with a little prompt (1>).

Type in the name of the program, for instance HackTrick.60HZ, and press Return. It should load and run. Some programs will not work, because they need some bits from Workbench (which I can't always put on the disk because they take up space – space on the Coverdisk is rare).

Do not despair, I have taken note of your criticism, and I will try to make the programs less dependent on Workbench. It's always a fine edge between usability and usefulness – it could be simple city to use but there wouldn't be anything worthwhile on it.

Any chance of a cut of your winnings? Only joking.

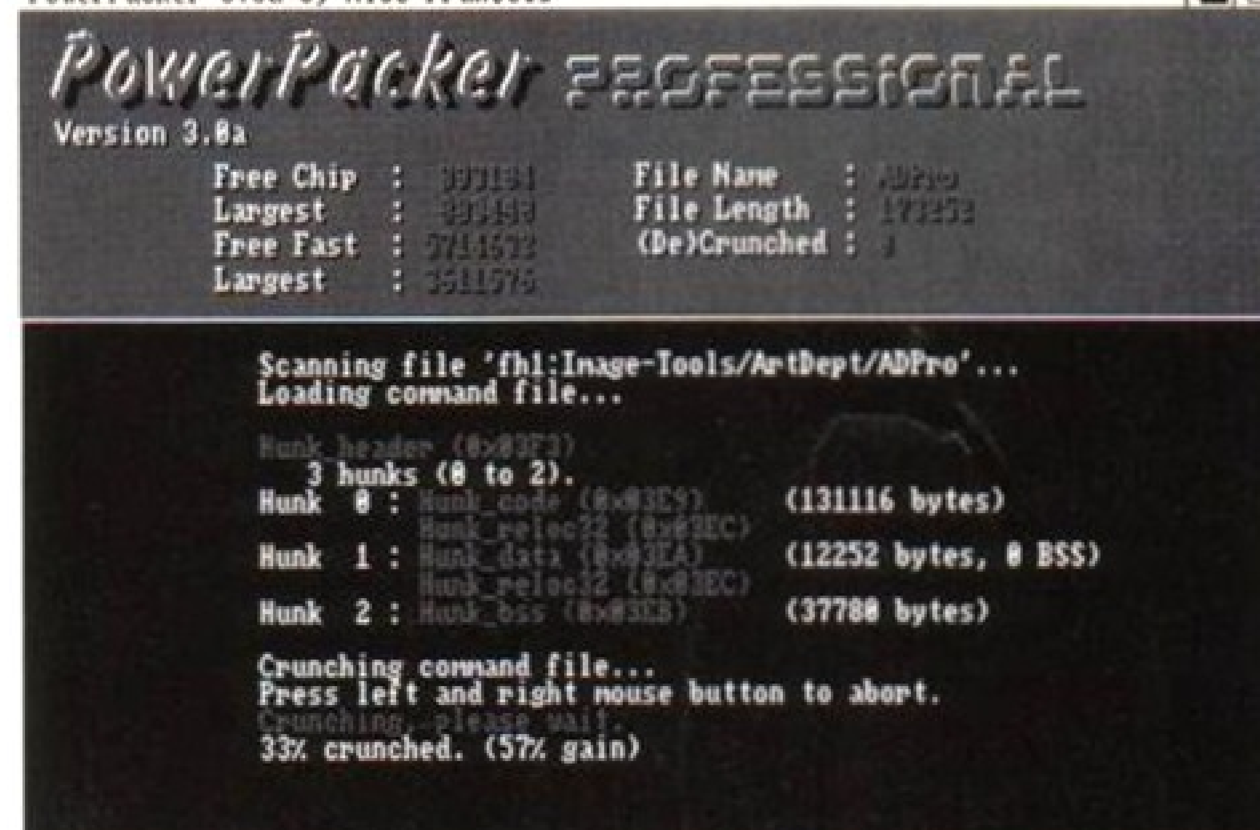
TINY TIPS

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In case the internal disk drive lets you down and your computer is out of warranty, the following is well worth testing before you send it away to be repaired.

Open up your computer and swap around the two 8502A chips, then put the Odd chip where the Even chip is and vice versa. If the disk drive starts working again, then even you're CIA 8502A chip has died on you, and you know exactly what to replace. However, do not attempt to tamper with your machine if you're not fully confident.

If you use NewZap to peek at binary files, you will often find that there isn't any useful information. This is because these files are often compressed with *PowerPacker*, and need to be uncompressed with the same program to be comprehensible to the human eye.



***PowerPacker* is now a Licenseware product, available from Softville PD (0705 366509) for £9.20. It compresses/decompresses programs and data so that they take up less space on a disk.**

If your word processor (usually *KindWords*) keeps printing odd letters at the top-left of the screen, then make sure that there are two versions of the printer.device file. This lives in the Devs directory.

The good version is 26,904 bytes long, while the bad (version 35.563) is 26,962 bytes long. Look through your floppy collection – you'll probably find a few copies of each.

ANON.

Thanks very much for the tips. Sorry for not printing your name – either I've lost it or you didn't say what it was in the first place. In either case, please write in again to claim your £50 mail-order voucher. I'll be checking handwriting.



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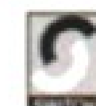
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LOTS OF QUESSIES

1) I've managed to create a stand-alone version of the Text Engine program (nice one Nick Harvey – hope you don't mind) but I have encountered a few small problems. When it boots, I am left with the Commodore Amiga copyright message and a "1>" prompt to type at. When I type TextEngine and it loads fine – but how do I make the startup-sequence to run the program without typing its name?

2) I've included a copy of the Preferences program on the stand alone TextEngine disk, but I still can't access the printer. Help.

3) The A690 CD-ROM drive for the A500 – will it play ordinary music CDs, what upgrades will be required for the computer, will it need 1MB of memory and a new processor, plus how much will it cost?

4) What are the technical specifications of your average arcade machine compared with an A500? (Processor, memory, speed).

5) Can you turn off trap-door 512K memory upgrades without touching the switch, that is use a program?

6) Suggest a good-quality and cheap 3.5-inch external disk drive.

7) Is there an emulator which costs less than £40 which lets you use IBM PC programs, or Nimbus programs, or Mac programs?

8) Do you know how to wire up a CUB 452 BBC monitor to an Amiga?

JOHN SMITH, PORTGLENONE

1) Very easy! Boot up with Workbench, double click on the Shell icon and type:

```
makedir NameofTextEnginedisk:s
ed NameofTextEnginedisk:s/startup-sequence
```

You are now in Ed, the Workbench text editor. Type:

```
TextEngine
```

Press Esc, then X, then return, and it should work OK. NameofTextEnginedisk refers to what the stand alone TextEngine disk is called – avoid using DF0:, DF1: and so on, always use the name of disks before the colon.

2) You need some other files and directories from Workbench. Start Workbench, double click on the Shell, and type in the following:

```
copy all from Sys:devs to NameofTextEnginedisk:devs
copy all from sys:l to NameOfTextEnginedisk:l
copy all from sys:libs to NameOfTextEnginedisk:libs
copy all from sys:c to NameOfTextEnginedisk:c
```

After several thousand disk swaps, you'll be there! Actually, you only need to type the first line for your problem, but Workbench really needs five directories: c, devs, l, libs and s (but you've already got the startup-sequence answer). If you don't want to have to keep doing this, make one disk with those directories on, and copy it when you want to make a stand-alone program. Alternatively, buy an extra disk drive.

3) Yes it will play CDs and no upgrades are required but they are useful (the CDTV has 1MB of chip memory as standard, the A500 does not), it's unlikely to need a new ROM chip inside the Amiga because it will probably be inside the A690, yes it will probably need 1Mb, no you don't need a new processor and it will cost you about £300 or maybe less.



The A3000 is a machine comparable in performance to present-day arcade machines, and at £2,700 plus it's a fraction of the cost to own one.

4) It really depends on the arcade machine. Recent arcade games have lots more memory (15 Mb plus stored on ROM chips rather than disk), faster processors (16 MHz) and lots more custom graphics hardware. Of course, a suitably expanded Amiga knocks spots off anything (40 Mb RAM, 24-bit graphics, 68040 processor, read/write magneto-optical hard carts and so on).

5) Yes: lots of custom bootblocks that are in the public domain can do this. Ask a PD library for a disk with such a bootblock, and *VirusExpert* or *Zero Virus III* to copy the bootblock onto your disks.

6) I've never actually seen a duff expensive extra floppy drive. Look out for the Power Computing series (Power Computing 0234 843388) and the Cumana CAX354 (lots of people stock it – check the adverts).

7) No. They cost more than that.

8) If you had sent me the wiring diagram I'd have worked it out for you. Does anyone else know?

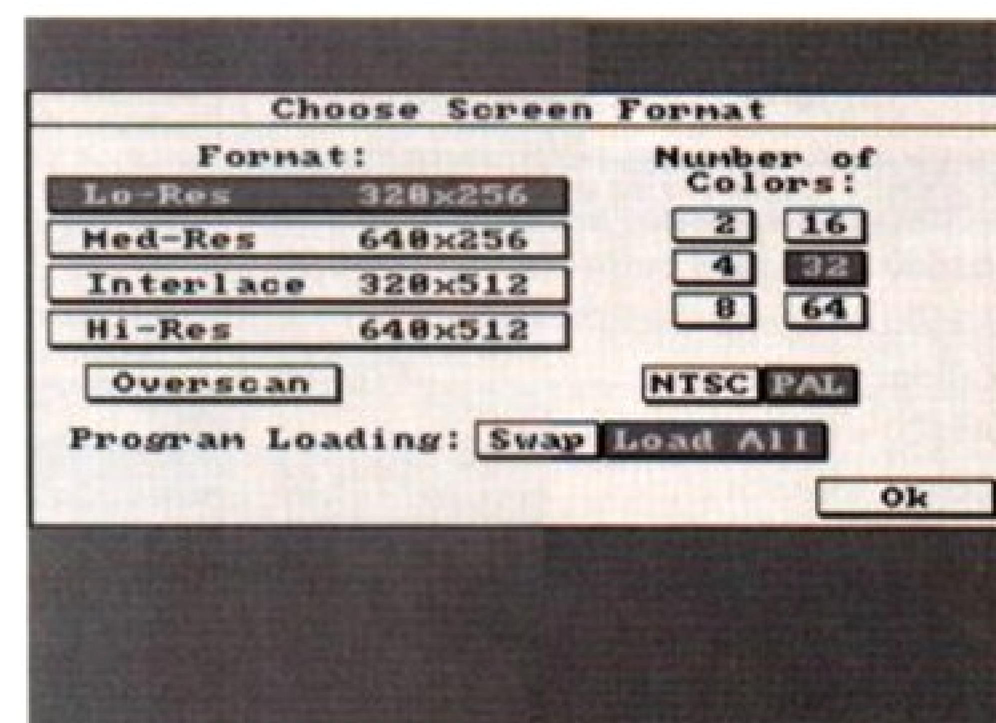
ALARMING LACK

I have written a program in Amiga BASIC for an alarm, and whilst wiring up a switch to pins six and eight of the joystick port was easy enough, and they worked OK, it won't, unfortunately, work in the background while *Deluxe Paint III* is running. *Photon Paint* doesn't cause any problems, so do I have to redirect a file or something?

IAN AIRLEY, ANON

When *DeluxePaint III* loads, you may notice two options: 'Load all' or 'Swap'. Normally, you would select Load all, which saves *DPaint* the hassle of having to load different bits from disk as it needs them.

If you select Swap, then it will do this. The problem is that *DPaint* is a very memory-hungry program, so it closes down your program before starting itself. You may find this doesn't work – if so, a bit more memory added to your computer should cure the problem.



This is a familiar sight to *DeluxePaint III* owners: click on the Swap option to conserve memory.

LOTS MORE MEMORY

I was most interested in your reply to M Hillerby (*AF*25) regarding the replacement of existing memory chips with larger memory chips, especially when your reply explained that this will work with the A5000 accelerator card.

Could you possibly clarify, though, whether your comment: "you populate all the sockets at once," is in fact correct or can I increase the memory in stages? I realise that I cannot mix the two kinds of chip. (Your SupraRAM review says it is added in 2Mb increments). Also, what type of chips do I need?

MIKE LEACH, GOSPORT

Going from memory (it's the weekend, Solid State Leisure are unobtainable and this page is being printed Monday morning) the A5000 does need to have all of the sockets populated at the same time with large capacity RAM chips.

The reason I believe this to be the case is that the memory addressing is fooled by having 16 Mb of RAM available, rather than the maximum four. Normally the board will not take very large RAM chips, unless the whole board is occupied.

It's a bit of gimmick really, but if you really want to splash out on 16 Mb of extra RAM (accelerators boost the Amiga's RAM potential amazingly) then I suggest you telephone Solid State Leisure on 0933 650677 for further information because I'm afraid I honestly don't know.

As for the SupraDrive, well you can't mix the type of RAM chips that are on that either – you can use either 256 X 4 chips and expand in 0.5Mb increments, or 1Mb X 4 chips and expand it in 2Mb increments. The sample reviewed was the latter.

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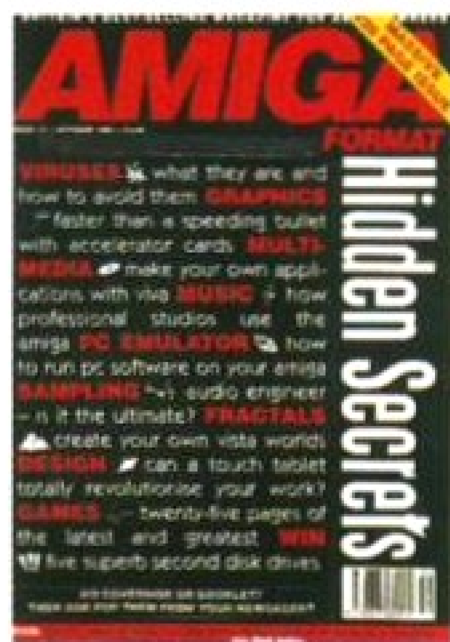
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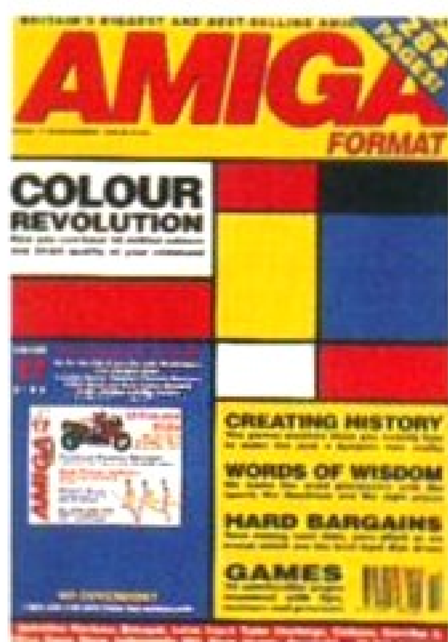
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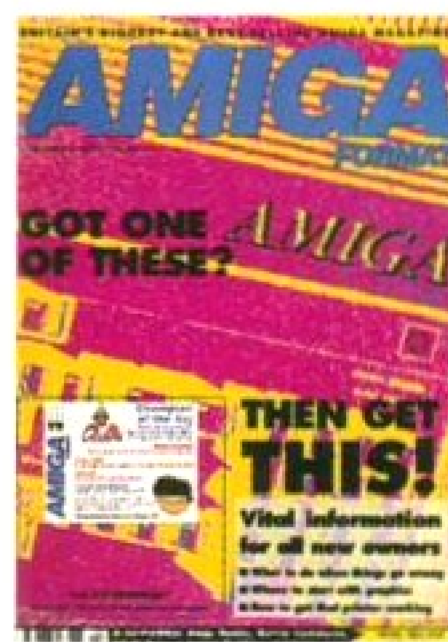
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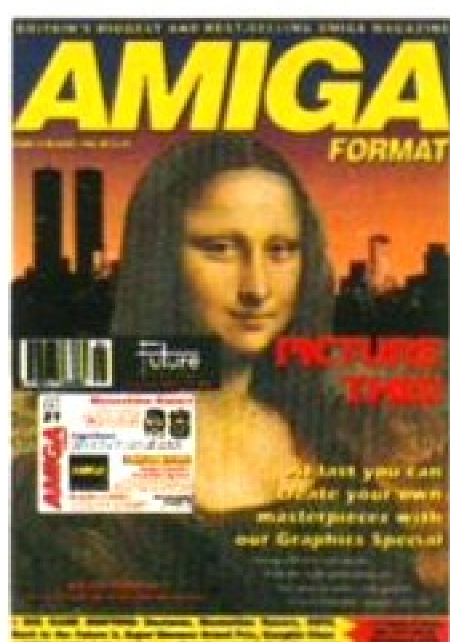
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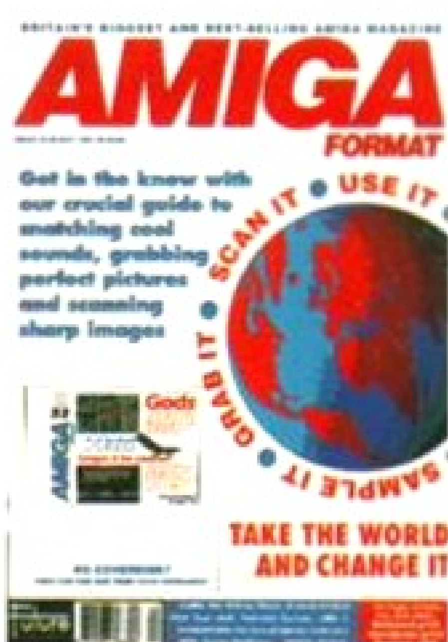
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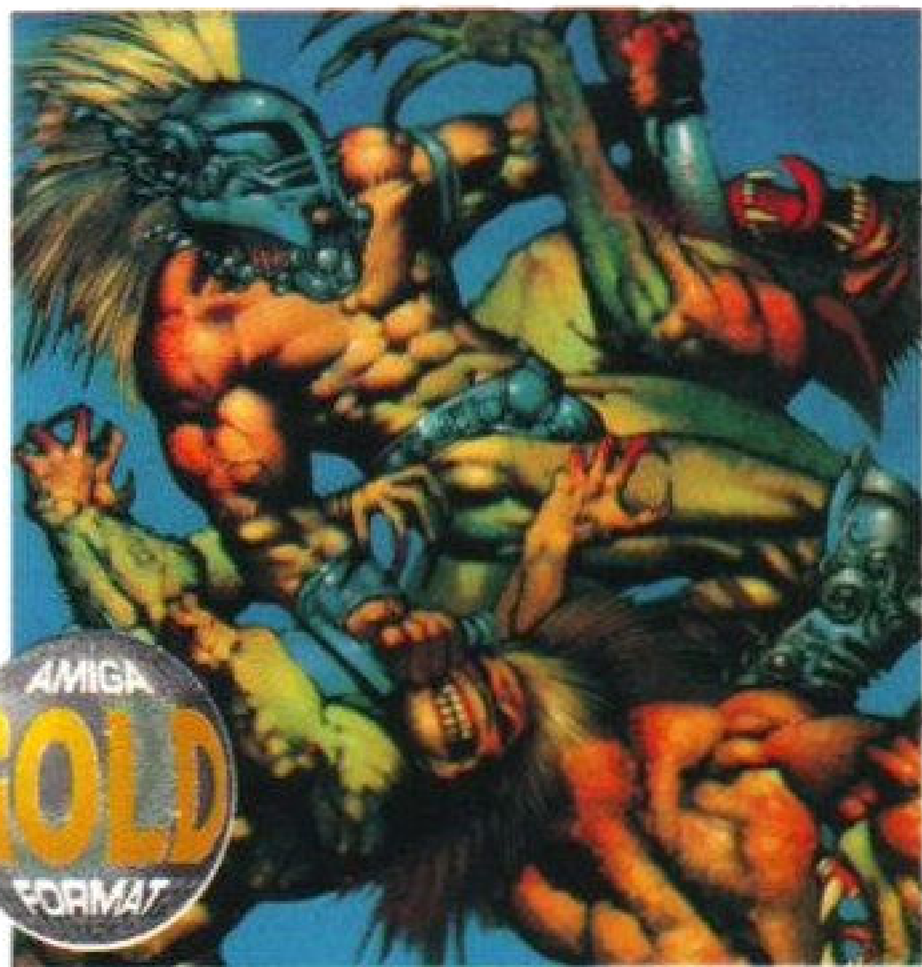
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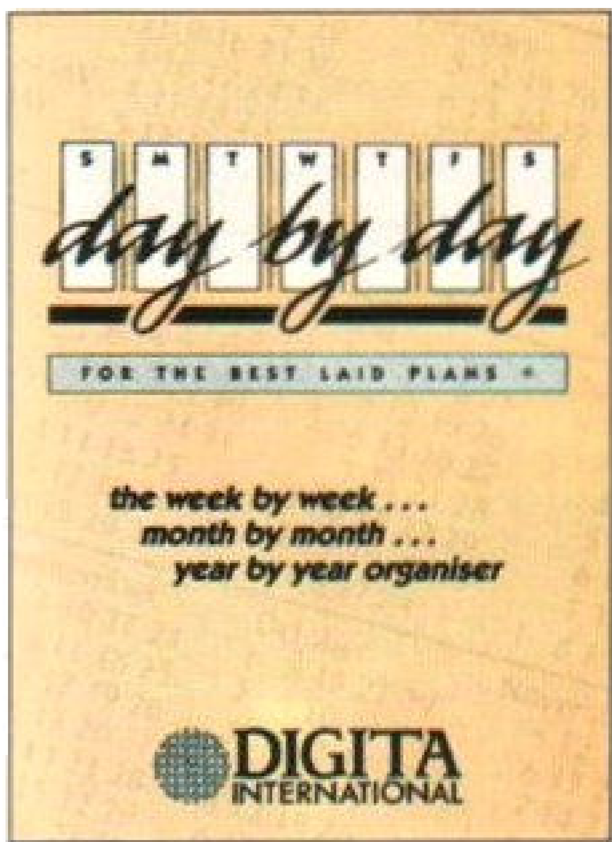
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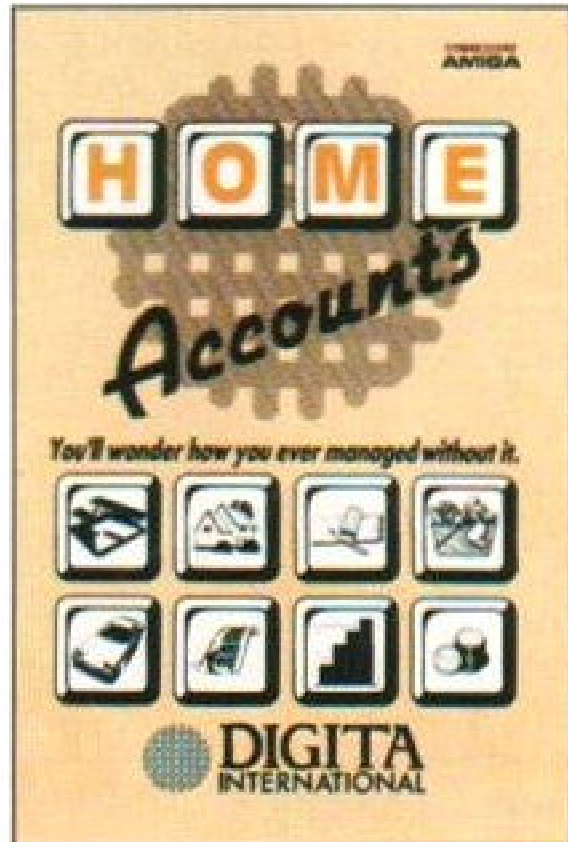


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Answerfile

Are you in need of some quick answers to common queries? **Pat McDonald** comes up with the goods in this month's question-and-answer session.

Q What is the difference between hardware and software?

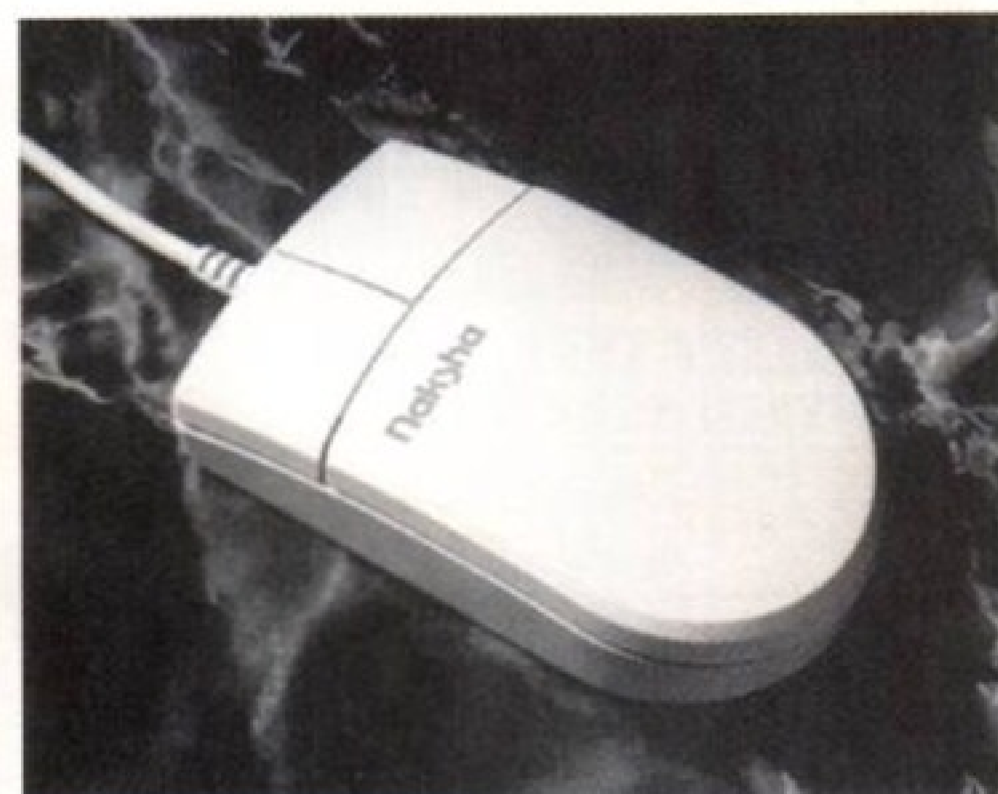
A Hardware is a term which covers anything physical related to computers. So printers, computers, silicon chips, disk drives and so on are all regarded as hardware. The technical definition of hardware is, "You can kick it".

Software is the term used for programs and data. It really is nothing more than a particular sequence of numbers and it can exist in many different forms. These sequences of numbers can be stored on disk, read into a computer, backed-up to a tape streamer, or printed out. However, the software remains the same – a sequence of numbers. It doesn't matter whether it's a picture, a sound sample or a program – these are regarded as software.

The difference between them is that hardware is unchangeable – it cannot be reprogrammed, changed or tweaked without completely changing it. Software, on the other hand, can be altered and twisted around: software is much more flexible than hardware. That's why one is soft, and the other is hard!







All of the above are hardware – physical equipment that you can touch (or hit in frustration when it malfunctions).

There is one other category, firmware. On some computers (the Amiga included) you can plug-in cartridges which contain programs. These programs are stored on chips called ROMs (Read Only Memory) and cannot be changed without changing the chip.

Q I'm annoyed as hell because my Amiga has had to be sent back to be repaired. It was still under warranty and it's been away for ages. What should I do?

A It's simple: COMPLAIN. Commodore's repair company FMG have never had a particularly good reputation (they had an A500 of ours for over six months!). Commodore appoint their own repair company and so they should have some say in the matter, so I suggest you write to them regarding the problem.

If enough people complain, something might actually get done. It's no good just belly-aching to anybody – talk to the people who are responsible for the long delays. The address to write to is: Steve Franklin, Commodore UK, The Switchback, Gardner Road, Maidenhead, Berks SL6 7XA.

Q I've got a lot of program disks that don't work anymore. They are originals, not copies. How do I get them working again?

A The best thing to do is to go back to the shop where you bought the product from. Normally they'll be only too happy to replace it with the same program, assuming that they have a replacement in stock. They might have to send it back to the distributor, but you should do this as early as possible.

If it's a game that's a year older or more, then the distributor may not be able to find a copy. The best course of action in this case is to get in touch with the software house. Nearly all of them print their address (and usually the telephone number) in the manuals, usually in extremely small print.

Q I bought a second-hand printer dirt cheap without a manual, and I can't get it to work with my Amiga. Help!

A Buying anything second-hand is a gamble. You've no guarantee that it works in the first place: if you see it working in one place, it might break on the way home. The manufacturer might have gone out of business, the printer may not even plug into the mains (it could be for use in another country for all you know) and without a manual, you're stuck.

If this happens to you, then you've got do some detective work. For a start, inspect the printer very closely. Usually, the manufacturers name and address will be on their somewhere. Write to them and ask for the price of a manual (and it will cost you, not forgetting the postage and delivery charges).

Look at the connector where the Amiga connects to the printer. If it's marked "centronics" or parallel, and is wide and flat with a tongue running across the centre, then it's a parallel printer and you should get a normal Amiga printer cable.

If it's got 25 holes or pins, 13 on the top row and 12 on the bottom, it's probably a serial printer (it might be marked "RS232"). Get an Amiga serial cable, sometimes called a null modem cable.

Q I've heard that my Amiga is a 16-bit computer – what exactly does this mean?

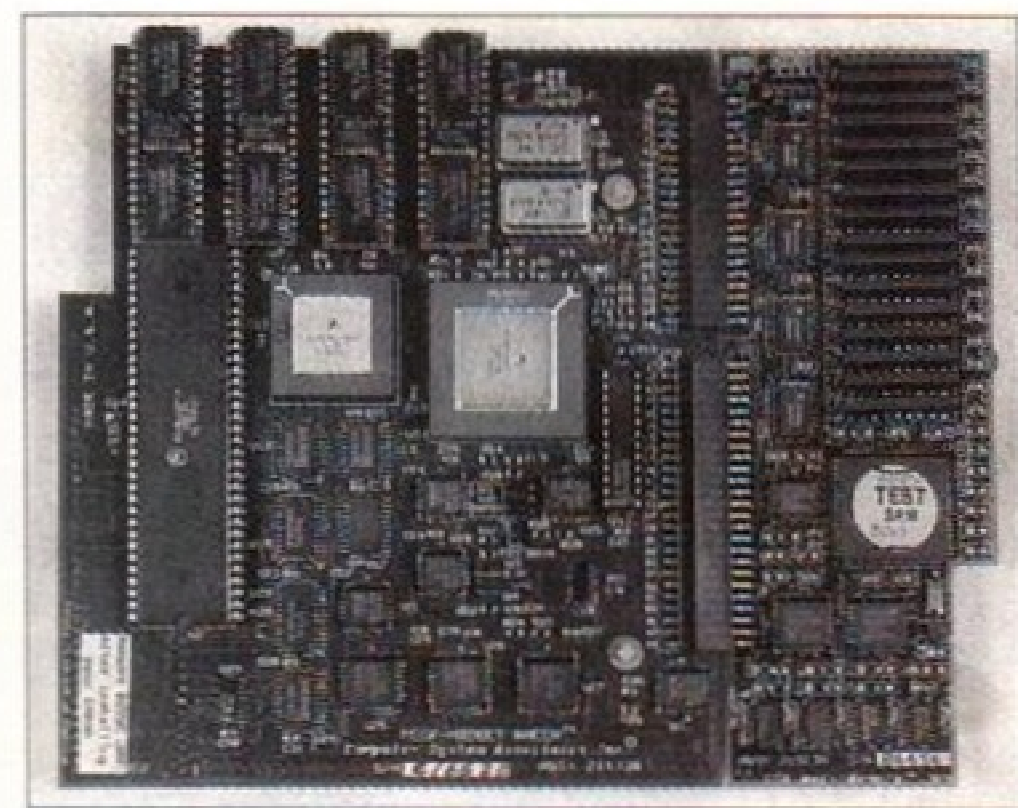
A Inside every computer there is one chip that tells all the others what to do. This chip actually takes all the decisions and gives all the orders – it's called the central processor unit, micro processor unit or sometimes just the processor.

In the Amiga, the central processor unit is a Motorola 68,000 chip. And inside it, all information (whether pictures, programs, data, text, animations, blah blah) is stored as binary numbers – little logical on and offs of electricity.

The 68,000 can handle binary numbers of up to 16 digits long without any fancy tricks, so it's called a 16-bit chip. And that's the reason why the Amiga is a 16-bit computer.

However, when you have a different processor (a 68020, 68030, or 68,040) then the picture changes. These chips are 32-bit, that is they can add, divide, multiply and subtract binary numbers of up to 32-bits long. That's why they're so good.

Not just twice as good – every time you add a binary digit, the number doubles, so they can process numbers 65,536 times greater than a standard 68,000 without resorting to exotic programming.



An accelerator board can handle numbers 65,536 times larger than a standard Amiga processor.

Q Is it worth buying a head-cleaning kit for my floppy disk drive?

A It depends. I would only use a drive cleaning kit about once every two years because they tend to gradually abrade the heads in the disk drive. The real problem with them is after putting the cleaning fluid on the cloth disk, because once you insert the disk into the Amiga the drive stops rotating! By continually rebooting your Amiga, though, with the cleaner in the drive, you should do the job.

Q What is an emulator?

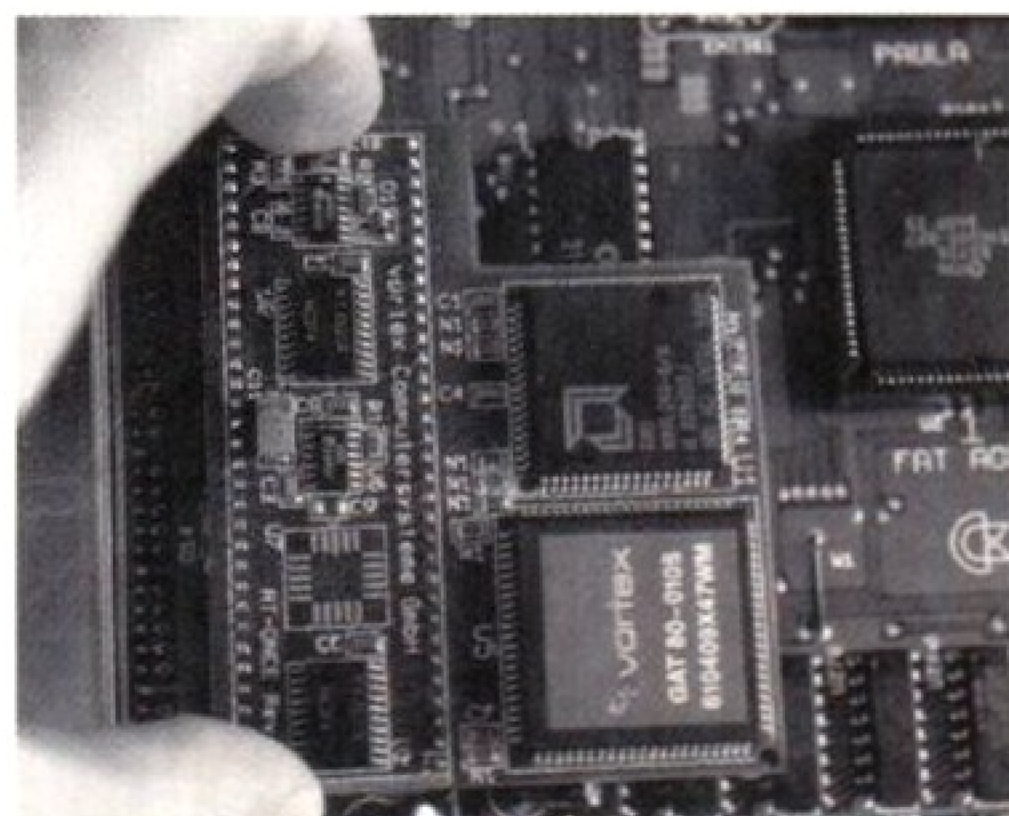
A An emulator is usually a piece of hard or software which will let you use programs, that is designed for other computers, on your Amiga. Normally you're Amiga can only use Amiga programs.

Emulators exist for the Mac (AMax II – Entertainment International 0268 541126), ST (Medusa and Chameleon – No UK supplier yet) and IBM PC (ATOnce, Vortex/Silica Shop, 081-309 1111). An alternative PC emulator that is extremely good and easy to fit is the KCS board, but it only works on an A500 (Bitcon Devices 091-490 1919).

In addition, there are many software-only emulators available through the PD libraries. Ones for the ST, Commodore 64, ZX Spectrum and even the Sinclair QL can be bought on disk for a few pounds, (although normally you need some extra hardware too) and is available from the program writers.

Q I have heard of programs that let you use PC and ST disks with the Amiga (not to run programs, just to swap files). What are they and where can I get them from.

A Yes, they do exist. *DOS-2-DOS* and *XDOS* (pronounced "cross dos") are available from various software retailers – check the adverts in this issue. An alternative PD version exists, called *MessyDOS* (although I'm not too sure if this works with ST disks as well).



The ATOnce emulator is one of the trickier emulators to fit – it invalidates your warranty.For experienced users only.

They work by assigning different names to your disk drives. So if you put a PC disk into your internal disk drive, you would call it "PC0:" rather than "DF0:". Of course, they only work with Workbench-friendly programs, but for virtually all word processors, paint programs, databases and so on they work very well.

Now you know what they're called, I suggest you peruse the adverts in this magazine to find a local supplier, they will be able to help you both with selling you a product and setting it up (they require alterations to your startup-sequence).

Q What is a sound sampler – hardware or software? Do you know where can I get hold of one for my A1000?

A Strictly speaking, a sound sampler is a piece of hardware. It's a box that plugs into the Amiga (usually through the parallel port), and it's to read in sounds from the real world, and 'digitise' them – turn them into numbers.

To actually do this reading in of sounds, you need a program. Most sound samplers have the software on a disk, which you load up to start sampling sound. However, because sound samplers are all so similar, you can use different sound samplers with different sampling programs.

In short, if you are thinking of buying a sound sampler, then make sure that it comes supplied with some sampling software as well. The best sampling software to get is *AudioMaster III*. Also, if you have an A1000, then make sure that you get a sound sampler that is compatible with your machine, because most of them are not. Datel still do A1000 sound samplers. Datel 0782 744324.

Q I have just bought a printer, and I can't seem to find a driver for it with Preferences. I've tried every different driver, what do I do?

A First, don't panic. Some printer drivers are so obscure that tracking them down can take months. You can't really blame the computer – there are so many different makes and types of printer.

The good news is you do get some extra printer drivers with your Amiga. They're hidden on the Extras disk – so dig out the back-up that you made of it.

The first thing to do is start the computer up with Workbench, and make another copy of Workbench to alter. Once you have a copy (see the Coverdisk pages for how to copy disks), make some space on it. The easiest way to do this is to drag a few of the less than useful icons to the Trashcan – things like the calculator, the *Say* program.



***Technosound* is probably the best sound sampler to buy for the price – and when you're sick of the software, you can get *AudioMaster III* software and use that instead.**

Don't forget to click on the Trashcan to highlight it. Then select 'Empty Trash' from the Disk menu. Now you should have some space on the disk.

Next, double click on the Shell icon. Printer drivers always live in a directory called Printers, which is always in a directory called Devs, which doesn't have an icon – you can't see it from Workbench. You have to use the Shell.

To do the actual copying, just type in this one line and press Return at the end:-

```
Copy all from Extras1.3:devs/printers
to Workbench1.3:devs/printers
```

This copies all of the printer drivers from Extras onto your Workbench disk. If you specify different disk names, you can copy them onto any disk. For example:

```
Copy all from Extras1.3:devs/printers
to DeluxePaintIV:devs/printers
```

To get rid of the Shell, type this and press Return key:

```
endcli
```

You'll notice I've used disk names, rather than device names (DF0:). It is wise to specify the exact name of a disk followed by a colon, then the directories separated by backslashes. If any names have a space in them, then you must put quotation marks around the lot:

```
Copy all from Extras1.3:devs/printers
to "My disk:devs/printers"
```

You may find that you have not made enough space on the Workbench disk – the computer may come back with a "Volume Workbench1.3 is full," message. In which case make more space on the Workbench disk by disposing other utilities. Then try again.

Once you have all the drivers, test them out by using Preferences to alter the driver. If none of them work, then it's quest time: phone PD libraries, talk to everyone you know, write to the printer manufacturer and either get hold of one or die trying.

Q I have an Action Replay II cartridge and I would like to get a hard drive that works with it (my cartridge is plugged into the hard drive, which is plugged into my A500). Can any hard drive do this?

A Sadly, no. No hard drive I've ever tested can do this – even the SupraDrive 500XP, which has a connector apparently suitable for the Action Replay. The reason for this is uncertain, but it could be this...

Both the freezer cartridge and the hard drive contain ROM chips, where they store their programs. If you connect two ROMs to the same connector, then they clash. Unfortunately, the A500 only has one connector, on the left-hand side, so you've got a bit of problem.





The Action Replay is not, unfortunately, compatible with the SupraDriver 500XP (it does on the other hand work with other expansions though).

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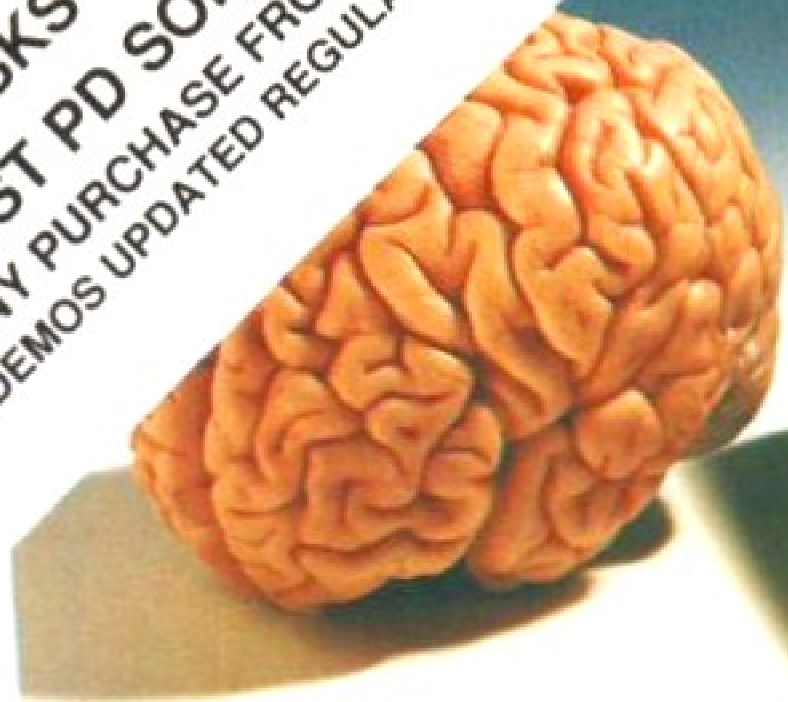
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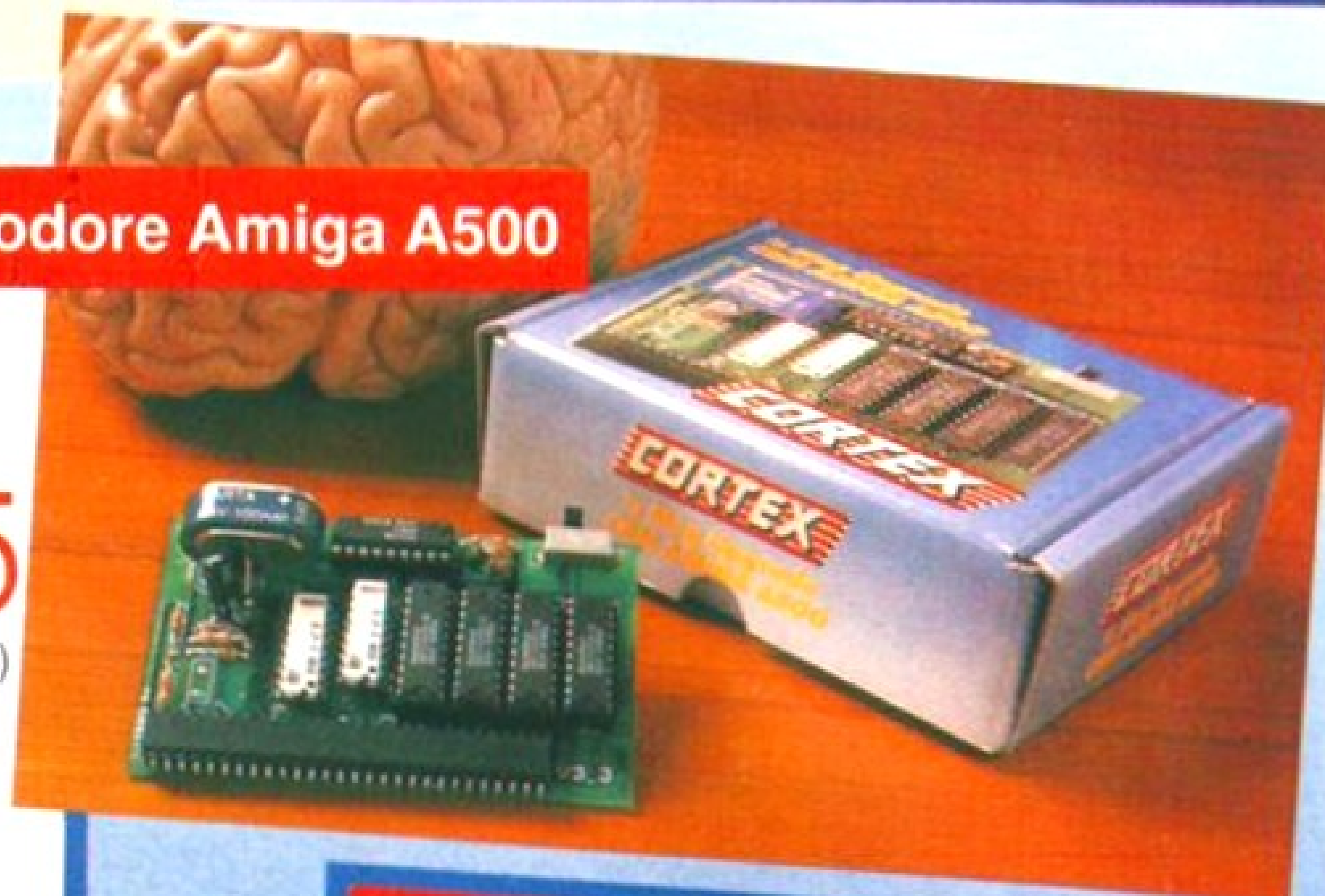
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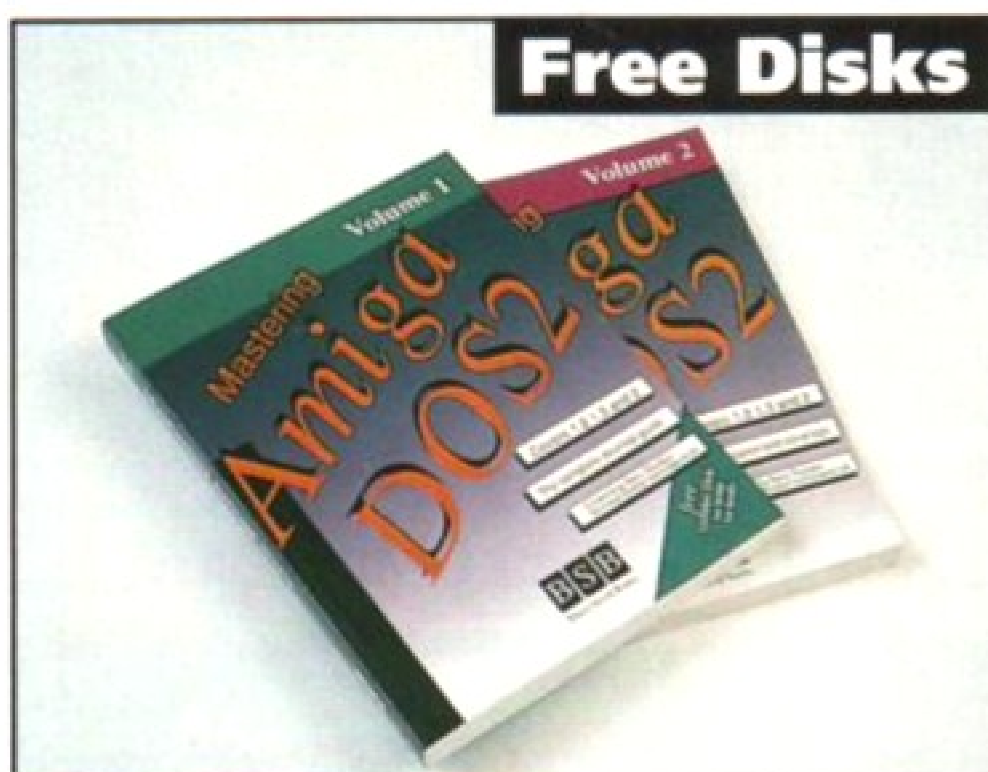
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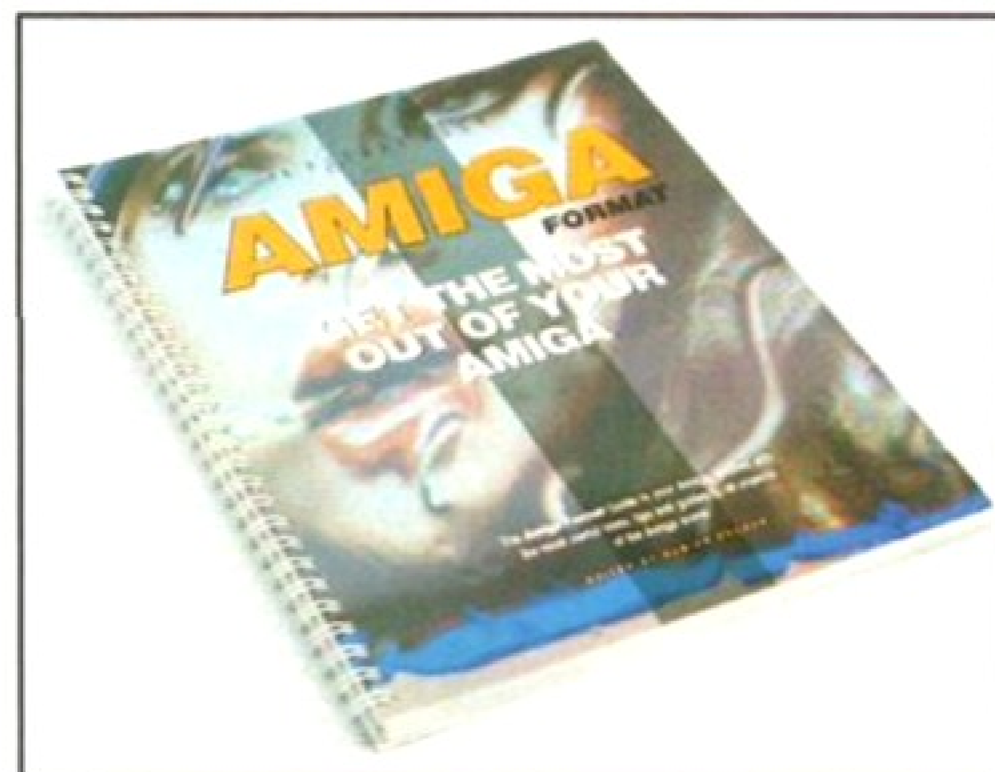
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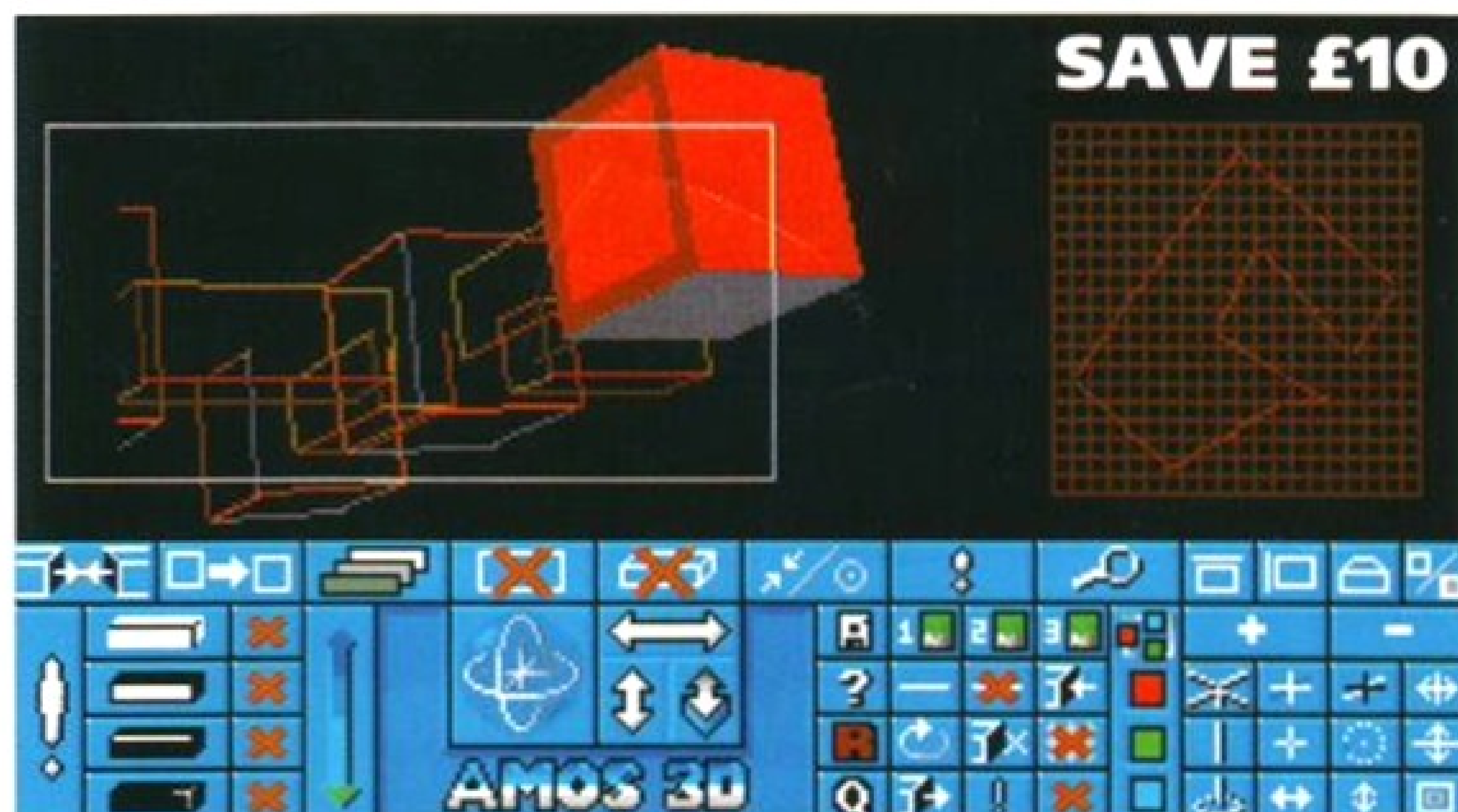




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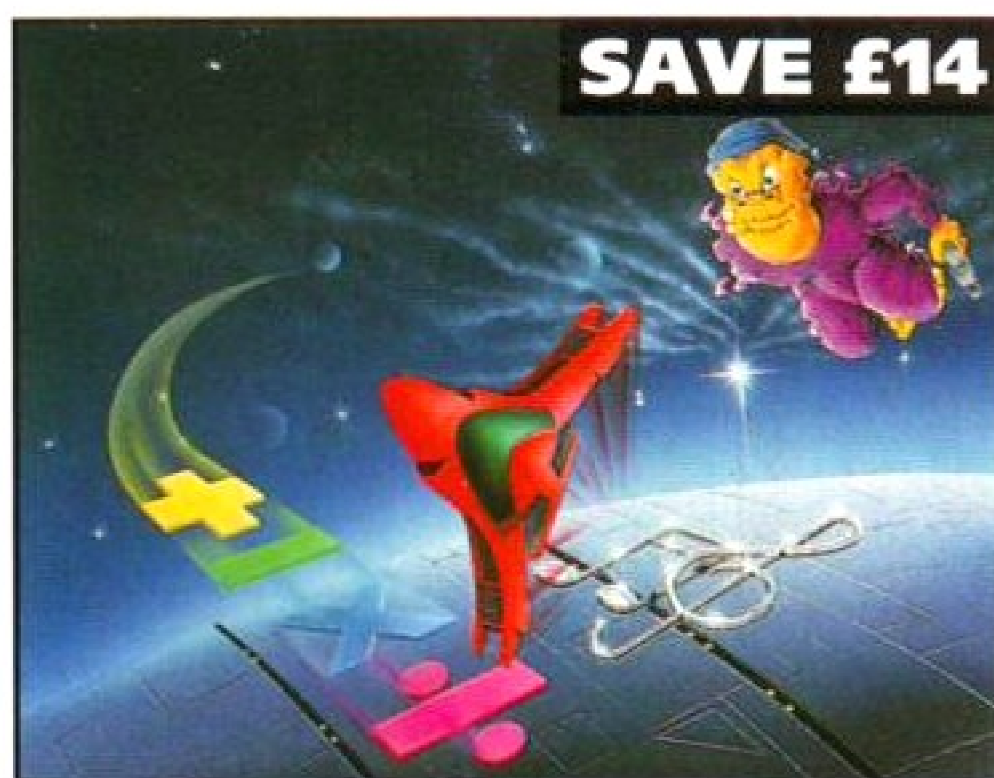
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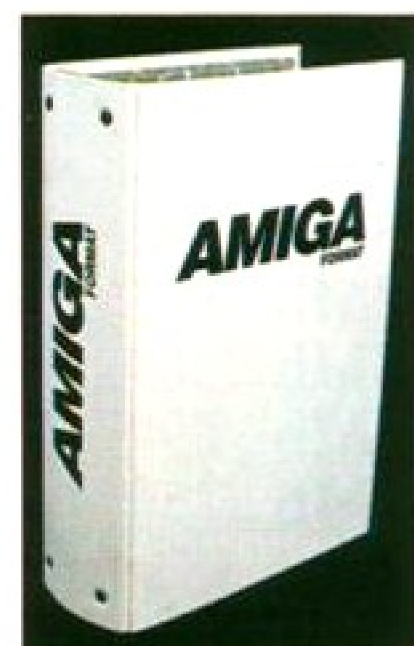
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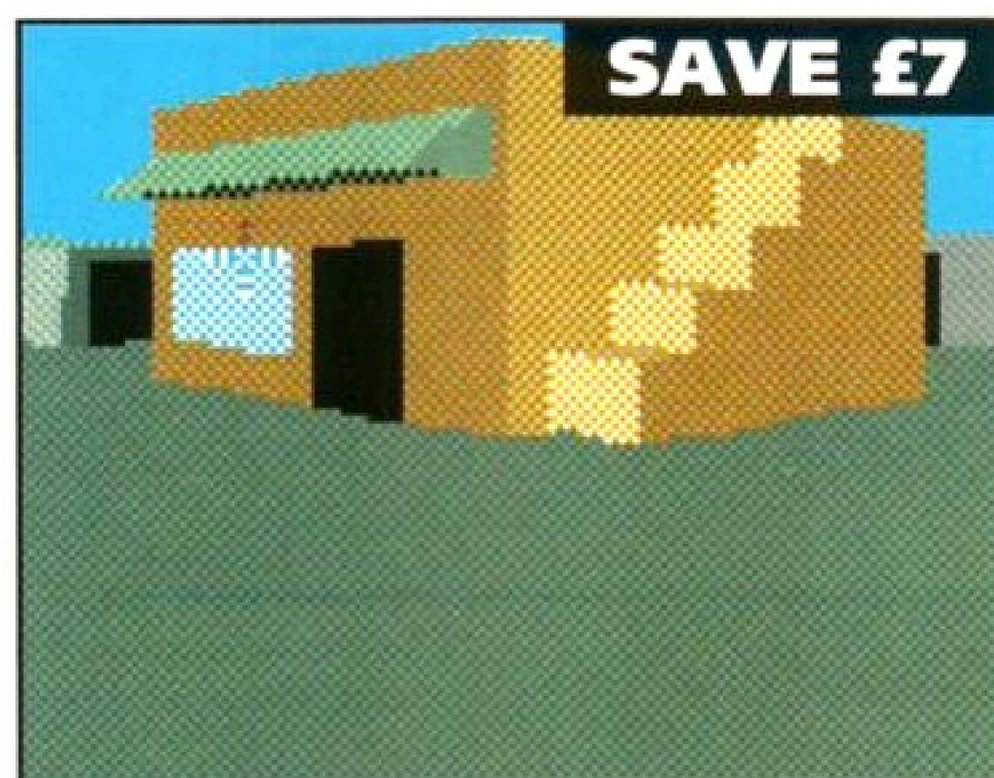




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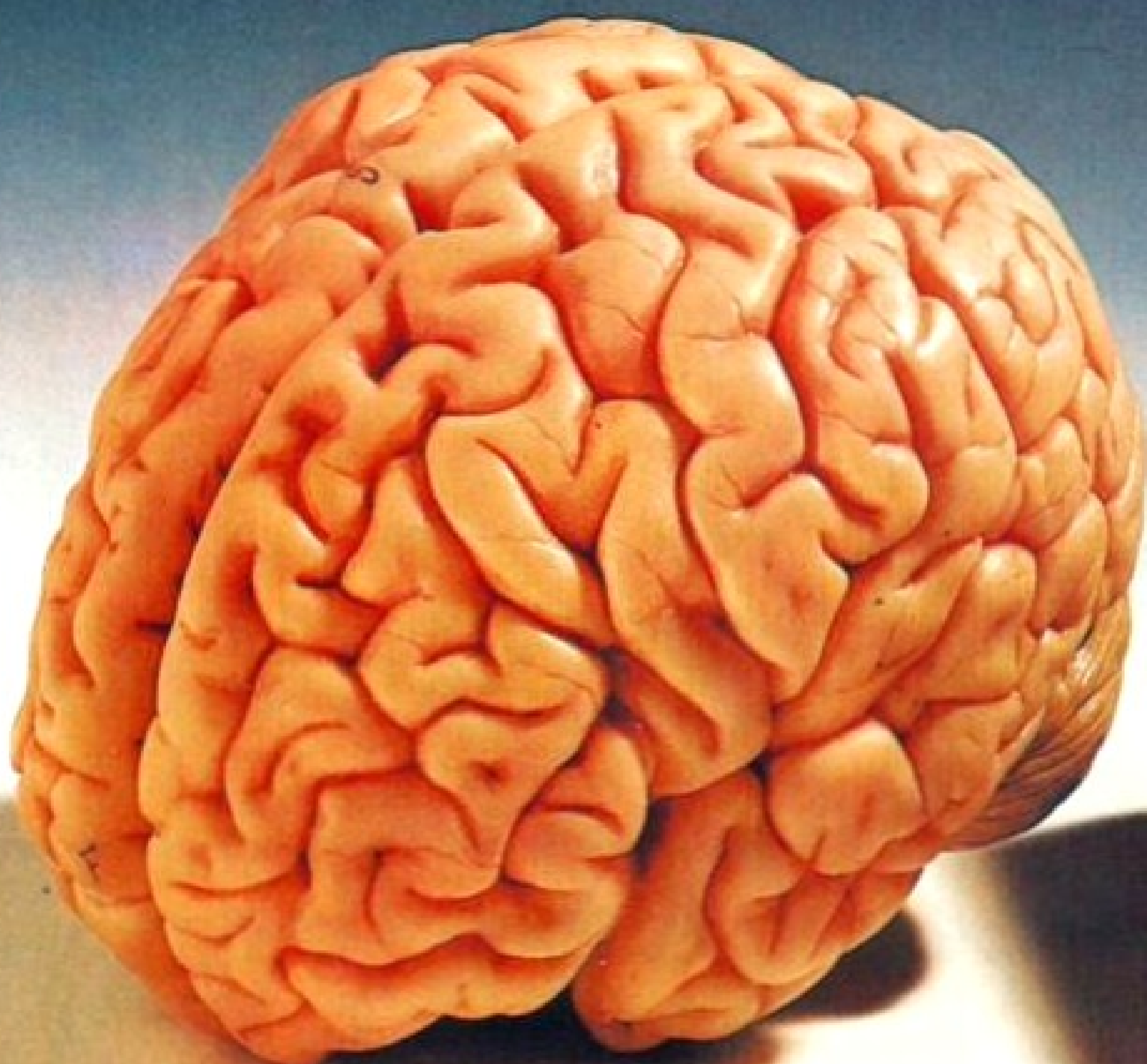
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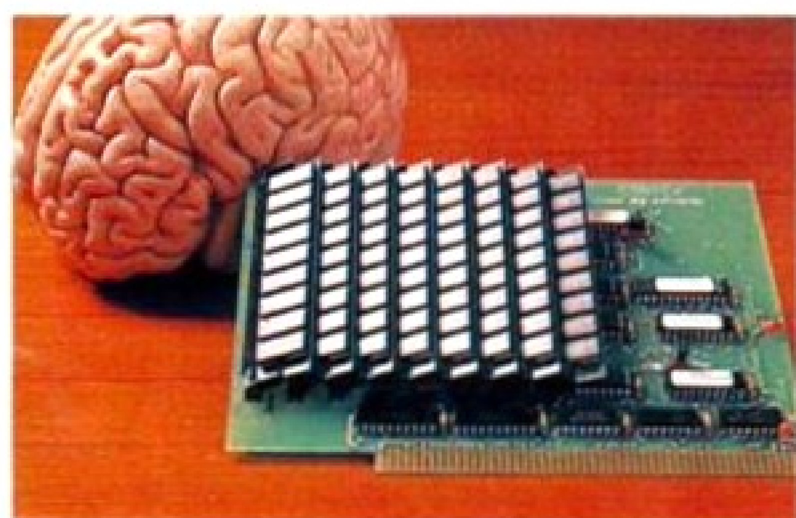
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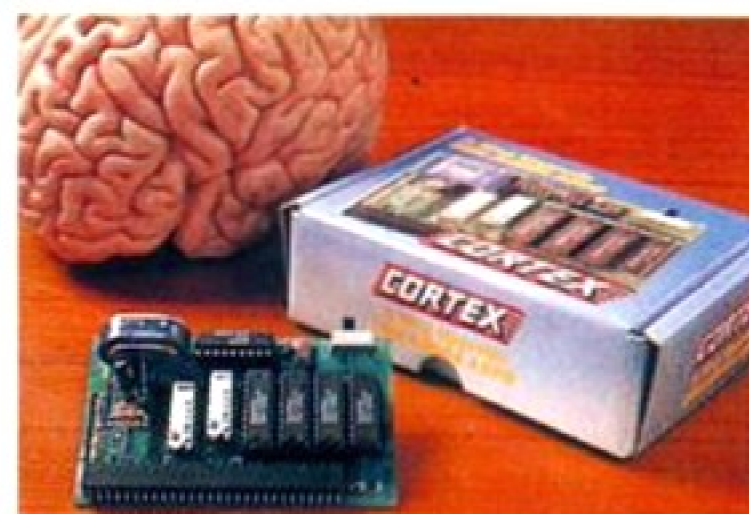
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Pat McDonald, Amiga Format, November 1990.

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If you have any problems with the technical side of your Amiga, with hardware or with serious software, write to Pat and he'll try to answer you. Alternatively, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
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GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game – whatever the game cheat, send it to Maff and you could win a prize. Also, if you're stuck somewhere, ask the Helping Hand section in Gamebusters for advice – or if you've read of a problem in Helping Hand that someone else has and you can solve it, then send in the answer to win a prize!
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LETTERS

The Letters pages are for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! What Damien is looking for are thought-provoking or entertaining letters, if they're short there's a better chance they'll get in. Prizes for the best two. LETTERS, AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

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Letters

If you've got something to say, this is the place to say it. If you want to share your wisdom, lend the benefit of your experience or make a few waves, then get in touch. Keep it short, original and amusing and send it to **Letters, Amiga Format, Bath BA1 2BW.**

USELESS INFO

Do you know that if you work 9-5, five days a week in front of a computer you spend 2,080 hours a year in front of a screen? "You might get square eyes," said the Auntie to the boy! Do I get a prize for that incredible piece of information?

MATTHEW LEAKE, POTTERS BAR

No, you don't. But as I work about twice as much as that in front of a computer, you have reminded me to get one of those weird cacti that are supposed to soak up radiation. Anyone know if they work?

NICE TRY

If it's games immortalised in song you're looking for, then look no further than the album 'X 00 Multiplies' by Yellow Magic Orchestra. It has a track entitled 'Invader' which has no lyrics but includes sounds from *Breakout, Space Invaders, Boot Hill* and some more that I can't identify. The rest of the album's also worth a whirl if you like the idea of a Japanese Kraftwerk.

MARTIN SMITH, HOOKWOOD

Thanks for the gen, but I don't really think it counts unless the name of a game is specifically mentioned in the words of a song.

CONVERT

For three years I saved up to buy an Archimedes until I had seven hundred pounds, and one day last year I walked into a shop with cheque book at the ready. Just as I was about to write the cheque, I heard the sweet sound of my favourite song, 'Hotel California', from across the room. I smiled and complimented the shop assistant on his good taste in music. "Yes," he said, "it's our Amiga 500." I stopped. "Hang on," I said, "computers can't make sound like that!" "Oh yes they can!" he replied.

Ten minutes later I walked out of the shop with an Amiga under my arm and £300 still in my pocket. My only regrets are that the Amiga is so goddamned ugly and that they have such a godawful reputation. Why do all other computer owners despise Amiga owners as gamesplayers who never do anything serious? I know, because I used to, but the Amiga is great as a serious computer as well.

DAVID WIGNALL, WEST LINTON

I find it incredibly hard to believe that all other computer owners don't want to own an Amiga. I think it must be jealousy that makes them put the Amiga down. Probably the Amiga has something of a reputation as a games machine because it has a bigger range of games produced for it than any other, including the consoles. But we're also talking about the only truly multi-tasking home computer, the only one that has had stereo sound since launch, the only one that now gives you access to the latest in computing technology, such as 24-bit graphics. You can't get more serious! Right, I'm off for a game of Llamatron...

WHAT'S THE SECRET OF GOOD...

Why is it that *Deuteros*, previewed in the December 1990 edition with a claimed ETA of December, and reviewed in the April 1991 issue of *Amiga Format*, is not, according to *Amiga Power*, going to be released until late August!!! I was most upset when I trotted down to my local software store after reading the review only to find that I can't buy it. How does this sort of thing happen?

DARREN HOBBS, GERRARDS CROSS

Timing! We are normally very careful to ensure that game reviews are in an issue of the mag that is out about the same time as the game. The trouble with this one, though, is that we reviewed it and sent the mag off to be printed just a few days before it was announced that Activision UK was to close. It seemed to take an age for Deuteros *and the also-excellent* Hunter *to be released by Activision France, the new label established by the people who bought out the UK software house. Nothing we could do about that, I'm afraid. We were victims of circumstances.*

COMEDY

Just letting you know that piracy rules the air. Just thought i'de tell you I ripp off the software industry. You, will here from me Again.

BOB

I've printed this illiterate scrawl just as it appeared in Bob's letter. What a poor, sad, pathetic no-hope. Anyway, what air?

YOUR OPINION

A lot of the games that are being released at the moment are a load of rubbish. Although the games may seem good, with fancy graphics, they tend to be very short on lasting appeal.

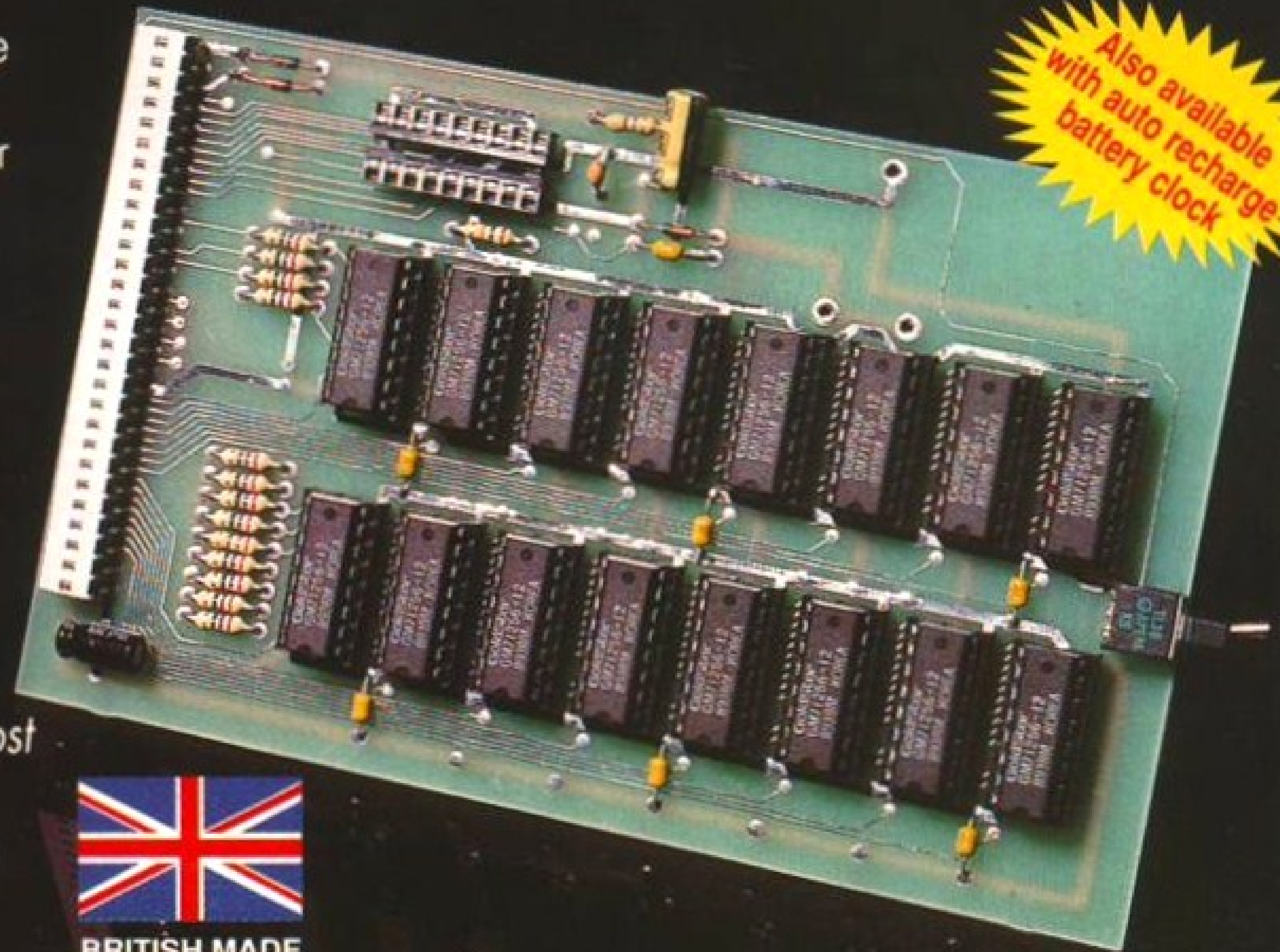
BEN AND AL, ORPINGTON

Ben and Al go on to list their favourite top ten, including such classics as Kick Off 2 *and* Stunt Car Racer. *But where your argument falls down, guys, is that you've also got* PGA Tour Golf *and* Indy 500 *in there: these aren't exactly aged. I was recently telephoned by a trade computer magazine and asked what I thought of games in 1991, and though I have to agree with a few letter-writers who have said there's a lot of dross*

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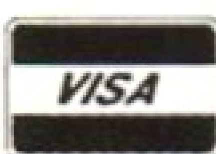
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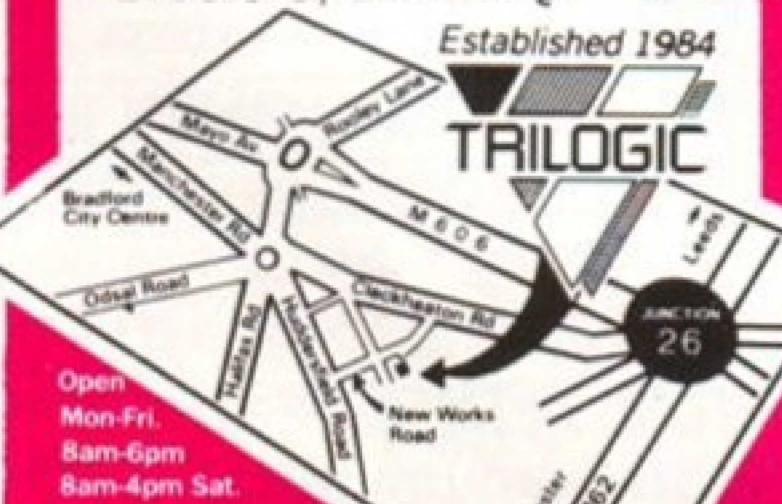
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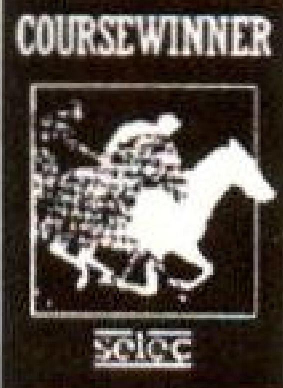


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around, we've also had some real classics this year. Lemmings *and* The Secret of Monkey Island *are just two good examples.*

Remember, we don't review games just for our own personal enjoyment: Screen Play is there to help you pick out the real goodies and avoid the real losers. And I'd really like to hear anyone's views on the current state of games.

FAIR DEAL WANTED

PRIZE

Some months ago I sent a game back to a software house because it had stopped working after a month's play. I pointed out that I could not return the game to the place it was bought as it had been a present, and I sent only the disk, not the box or instruction booklet, to save on postage. Since then I have heard nothing at all.

This is in sharp contrast to Gremlin Graphics, who promptly exchanged a disk and apologised into the bargain, and that was from a budget compilation!

If software houses make disks that cannot be backed up, I do think they should be prepared to change disks that develop faults. After all, the first thing that we are told to do by Commodore is to back everything up!

DENIS GREGORY, RICHMOND

I don't know if you're aware, but there's been a definite increase lately in the pressure exerted by the software houses to oppose such things as copying devices. While we agree that piracy is a problem which we all share – the more of it goes on, the more we all have to pay for our software – we also believe that we buy data, not disks, and that we have the right to continue enjoying a game even if not the magnetic medium on which it is stored packs up. If we can't back the disks up because they are copy-protected, then we must be entitled to free replacements.

If you do have a disk that you can't back up and it stops working, then you should send it back to the software house keeping the box and the manual, just like Denis here very sensibly did.

Last but by no means least, I would be very pleased to hear from anyone who has any praise for or complaints about the service provided by particular software houses. We may start up an awards system for the best and the worst software houses!

ARCHIPELAPOLOGY!

Oh dear! It seems I owe you an apology for suggesting that you were peddling dud games on the Coverdisk. I must write out a hundred times "If all else fails, please read the instructions…"

TD BURGE, BANSTEAD

Apology accepted, and you needn't do the lines. Naturally we don't expect you to have to guess how to use the Coverdisk, so we do our best to give you clear instructions: but it does help if you read them!

And we wouldn't dream of putting dud games on the Coverdisk, so in case you are one of the few people whose disk refuses to work every month, please be patient. I know there's always a few disks that seem to take an age to be returned but we're streamlining the system now. If you can bear in mind that we now duplicate 160,000 disks every month and that a few are bound to go wrong, we'd be grateful.

THE END

You asked for interesting endings to games. Well, after what seemed to be an eternity of playing my time away, night after night and nearly all of my spare time, to the annoyance of my wife, I eventually got to the end of Cinemaware's *Wings*. It was such a feat to achieve: it was also quite a pleasure to see that so much effort had been put into it. Smashing stuff! By the way, the secret to finishing *Wings* is saving a lot.

ANDY GUNN, LINTHORPE

YES, BUT WHAT HAPPENS? Believe it or not, I haven't actually finished every game played, which is why I'm so curious about the end game sequences. I want to know what happens! Come on, you readers, send in the details of your favourites! There may be a prize in it…

US BONDS

I had the joy of discovering your magazine on a recent business trip. I am not sure how you can pack so much, including one or two disks and shipping from Britain, into a magazine that retails in the States for about 30% less than our domestic magazines with disks. It was a delight to once again read an Amiga magazine that addresses all types of users and is not totally filled with video usage!

I have two questions: how can I subscribe over here (I may never see another issue otherwise) and why (my son asks) do you call your *Teenage Mutant Ninja Turtles* game *'Hero Turtles'*?

BARLOW SOPER, RUSTON, LOUISIANA

Very pleased to hear you like it: I reckon US magazines with disks overcharge. Of course the problem we have occasionally is that our magazine is produced mainly for European PAL users and some programs may not work on the American NTSC system. Fortunately, this doesn't seem to be too much of a problem with most Coverdisk software.

Simply look at our Subscription pages for details: this issue's are on Pages 178-9. Overseas subs go by air mail, so they are a shade expensive, I'm afraid, and I believe you should pay with an International Money Order if possible. As for the Turtles: well, it seems that when the TV cartoon was imported by the BBC they insisted on the name being changed because 'Ninja' had excessively violent connotations. The TV version over here even has a 'Hero Turtles' version of the theme song. The Hero tag has stuck to some licences, including the computer game.

YOU LITTLE MONKEY!

PRIZE

My parents bought me *The Secret of Monkey Island* because I had chicken pox, but they wouldn't allow me to see the guide you show in Issue 24 until I'd nearly finished the first part.

Now I find once I've finished the first part that you've got two things missing.

The first one is that the Voodoo shop is not just as far as the chest with the chicken. If you go to the edge of the screen after you've completed the three trials, you will find that there is a voodoo lady and she will tell you about your journey ahead and about the only thing that can destroy Captain LeChuck.

The second thing is that it's much easier to find the swordmaster by following the shopkeeper after you ask him to show you the way to the swordmaster. As soon as he has left, go out of the door and you will see him going through the archway. And if you follow him he will show you a much quicker route through the forest.

JOHN WALLEY, AGED 9, SWANSEA

PS Dictated by John and typed by Mum on her PC. The whole family think that this game is absolutely brilliant – it even repays playing over and over again. And any game I can do better than my children just has to be brilliant…

Well, John, of course being absolutely mad on Monkey Island, *we just had to agree with you and your mum and I think you deserve a T shirt. Just tell your mum she shouldn't be using a PC, would you?*

THE ICEMAN COMETH…

Here in Iceland, many computer freaks fell into the PC pit, but a few of us sensible ones have Amigas. We've formed a club called Promo, counting 53 members at the moment. As the entire nation only consists of 260,000 humans this should be considered remarkable!

FREYR NJARDVIK, REYKJAVIK

Only 260,000 humans, eh? So what are all the non-humans? If there's anyone else out there in the wide world outside the UK, please write in. We'd love to hear from you and, if you live in Florida, we'd like to come and stay for a couple of weeks…

SCARLET TREE FISH

There is a chicken inside my Amiga and it can speak "English", and without fail every Tuesday it says "I am going to get you on your nineteenth birthday". It knows my father's name and what kind of cigarettes my grandmother smokes.

Sometimes I hear the voice of Adolf Hitler when I am on the toilet. I am scared as I will be nineteen soon. Am I going mad, or does this happen to everyone who is learning Assembly language?

RODGER

The philosopher Wittgenstein was walking down a corridor one day with a friend. He turned to his friend and said, "Tell me, why do people always say it was natural for primitive man to assume the sun went round the earth?" "Because it looked that way" answered the friend. "But what would it have looked like," responded Wittgenstein, "if it had looked as if the earth went round the sun?"

CDTV QUESTION

I have been greatly impressed by the potential of the CDTV, and after reading your feature I am very tempted to buy my own 'black magic box'. However, I feel this may be a rash move with the imminent arrival of the Amiga CD-ROM unit. I already have an A500 expanded to 1 Meg and I would save a considerable sum by purchasing the CD-ROM instead.

Could you please tell me the advantages of buying the CDTV over the CD-ROM unit? I was also wondering about the reactions of the people who have already bought a CDTV… are they still glad they did?

JULIE-ANNE SPARKES, WIMBLEDON CHASE

I've been wondering about people who've bought a CDTV too: please do write in and tell me what you think about it, if you have got one. Now, as far as I am aware, the CDTV has only two advantages over the Amiga-plus-CD-ROM combination, and that's its looks and a MIDI interface. The CD-ROM drive for the Amiga should – and I emphasise the should, because we don't yet know – should enable infra-red remote control to be used and play Hi Fi CDs back. This would actually leave the Amiga massive advantages: you already have a keyboard, a disk drive and standard joystick ports (some CDTV games, like Xenon 2, *do*

not perform well under infra-red control and need the wire-connected controller). How much of the 'should do' becomes 'does' in the CD-ROM drive remains to be seen. I'd certainly hang on to your Amiga.

CDTV REACTION

"So remember: the future of the CDTV depends on you…" you said at the end of your CDTV feature in the July issue. A big invite to comment, I thought.

I'm looking forward to multimedia and all that. I'm not a computer buff – I don't even own one, can't even operate one – but when I was only halfway through your piece on the Commodore CDTV I was just busting to know where I would have to phone the next day to buy one. I could hardly contain my excitement at the prospect of having one – and so reasonable a price too!

What a let-down it was, then, to read the 4th para on the picture on p34: "not a CD player for the Hi Fi buff…" So it's useless! well, that's my view anyway. make it Hi Fi and for, say, £650 and they'll sell very well, but like it is there'll be few takers.

MAURICE SAWYER, BEACONSFIELD

I'm fascinated that you are reading Amiga Format *if you're not a computer buff anyway! But that actually makes your comments all the more interesting, because you, more than us Amiga fans, are the sort of person Commodore would like to see buying the CDTV.*

About the Hi Fi thing: what I actually meant is that the quality of the CDTV's CD audio is not up there with the top CD players: it's still a 16 times oversampling system that's in there with the sort of stuff most of us would buy. It's not great, it's not awful.

But what surprises me most is that this is one of only four letters we've had on the subject of the CDTV – and two of those were from the same person! Don't you lot care at all? Are you looking forward to paying CD software on your Amiga, or not? Come on, let's hear your views.

SMART COOKIE

I would like to make a suggestion to all new Amiga owners: check that all the ports on your Amiga are working. When I'd saved enough money to buy my printer, I was like a kid in a sweet shop with a tanner to spend. Imagine my disappointment when I got it home, read the instructions twice, plugged it all in and… nothing but garbage!

Back to the shop I went, grabbed the shop assistant politely by the throat and said in a most polite voice that it didn't work. the printer was checked and found to be in working order… could I bring my Amiga in?

I had to have a new motherboard and parallel port. Luckily for me it was just six weeks before the warranty ran out. If I had bought the printer six weeks later I would have had all the expense of the repair, even though the port might not have been working when I bought the machine.

GORDON SUTHERLAND, LEICESTER

That's a very good point, I don't believe it's one I've heard before. Ten Brownie points to you, old chap!

MIXED METAPHORMOTOSIS

Just recently, Commodore have received criticism from Atari and Sam Tramiel in particular about the CDTV launch (I refer to the interview in New Computer Express). Also Atari are launching new consoles and updating their somewhat old ST. Isn't it about time Commodore stopped treading the minefield in the dark and got their finger out?

JOHN BURGIN, LINCOLN

Err… got their finger out of what?

GET REAL!

You have got yourself into the ridiculous situation where you are distributing the August edition in the first week in July! Isn't it time you got back in the real world? I suggest you call the next issue 'August extra' and carry on from there…

CAPT ERIC STARLING, W KILBRIDE

Magazines always publish their August editions in July: it's a tradition dating, I'm told, back to magazines that would carry diaries of events for the next month. anyway, it's all right for you… you don't have to work on the September edition, the one that comes out in August, during July… it gets very confusing. What day is it?

GOOD QUESTION!

Call me stupid, which you probably will, but why have the computer firm called Hart Micro always advertised upside down for as long as I can remember? Is it a gimmick to get people to look at their ad, or are the AF printing facilities not as hot as they used to be?

TIM MEADER, NEW ASH GREEN

The first, believe it or not. We reckon this particular gimmick is getting a bit tired, but it must work for the boys at Hart otherwise they'd stop doing it pretty quickly, wouldn't they? Certainly it just got them some free publicity…

WANTED!

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ADVERTISER'S INDEX

Random Sample

THEME

Summer: where the hell is it? It's now July 23 and there's still no decent weather. Here's hoping it's got a bit better by the time you read this…

An exuberance of curmudgeonliness from the month in which AF 26 was stapled to pieces of bromide…

BUZZ!

Keep an eye out for the Circus Archaos, now summer touring in the UK once again. It's Mad Max meets Chipperfield's with plenty of trashed cars!

SOUNDBYTES

"There's no damage to the car: except, of course, to the car itself." **Murray Walker notches up another classic during the British Grand Prix, 14 July.**

"We put together 25,000 Home Entertainment packs for Christmas. They included the C64 computer, games, a personal stereo and a guitar synthesiser, all for £199. It was a disaster: we sold about 7,000. Fortunately, when the Berlin wall came down the first thing they wanted to buy was personal stereos, so we managed to get rid of them. But I was left with about 18,000 guitar synthesisers…"
Steve Franklin, Managing Director of Commodore UK, talking about his greatest mistakes in the *Independent on Sunday*, 21 July.

WHO SAID THAT? 4

The quote on the Contents page of Issue 24, "The future is, and always has been, an interesting place", is from Andy Smith, one-time Reviews Editor of *Amiga Format*, in his review of the game *Interphase* in Issue 4. Well waddya know, eh? There was only one single person who got it right: Lisa O'Connor of Trowbridge. And she wins the prize.

WHO SAID THAT? 6

To win a special *Amiga Format* T shirt, identify the quotation on the Contents pages and send an accurate, amusing or imaginative description of where it comes from to Who Said That? 6, *Amiga Format* at our Bath address before September 13.

SPOT THE SHOT 3

It was a tricky one, this: but the shot was a small portion of a wall from *Eye of the Beholder!* Still, plenty of you got it right despite the trickiness of the question: and the lucky winner we picked out of the cat's hat is Daniel Meeuws of Boars Hill, Oxford. Well done, and a special *Amiga Format* T shirt is on the way.

TOP EVENT

The Amiga Format World of Commodore Show! We're working our little bottoms off preparing some special surprises, and we look forward to seeing you all in person at Earl's Court II in November!

WORDWORTH WINNERS!

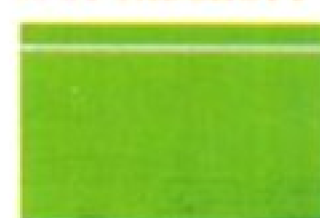
The answers to the ten questions are a bit involved to print here, so we'll just name the eight lucky people who won a free copy of Digita's new word processor. They are: John Prior, High Wycombe: SR Price, Rhuddlan: David Whitaker, Darlington: Jim Campey, Brentford: Julie Mundy, Thetford: Steve Taylor, East Dereham: RT Balderson, Uckfield: S Gulliver, Southampton.

THE AMIGA FORMAT NON-DRAUGHT BEER SURVEY

We asked ourselves what our favourite canned or bottled beers are. The sample of people interviewed is in no way representative of the country at large and this information should not be used except for the purposes of bribery and corruption. all candidates are from demographic groupings A, B or C1 except Frankie who is in dermatological classificiation D-minus.

Marcus: Zipfer (Austrian lager, bottled) Pat: Newcastle Brown Ale (Geordie, bottled) Paul: Kirin (Japanese lager, bottled) Frankie: Peroni Nastro Azzuro (Italian beer, bottled) Damien: Wadworth's 6X (canned) Gary: Budweiser (Czech lager, bottled – not the US stuff) Trenton: Draught Guinness (canned) Maff: Schlitz (Milwaukee bottled beer).

SPOT THE SHOT 5



Win a special limited edition *Amiga Format* T shirt by identifying the game that this is a small portion of and sending the answer on a postcard to Spot the Shot 5, *Amiga Format* at our Competition address before September 13.



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DIGI·VIEW GOLD

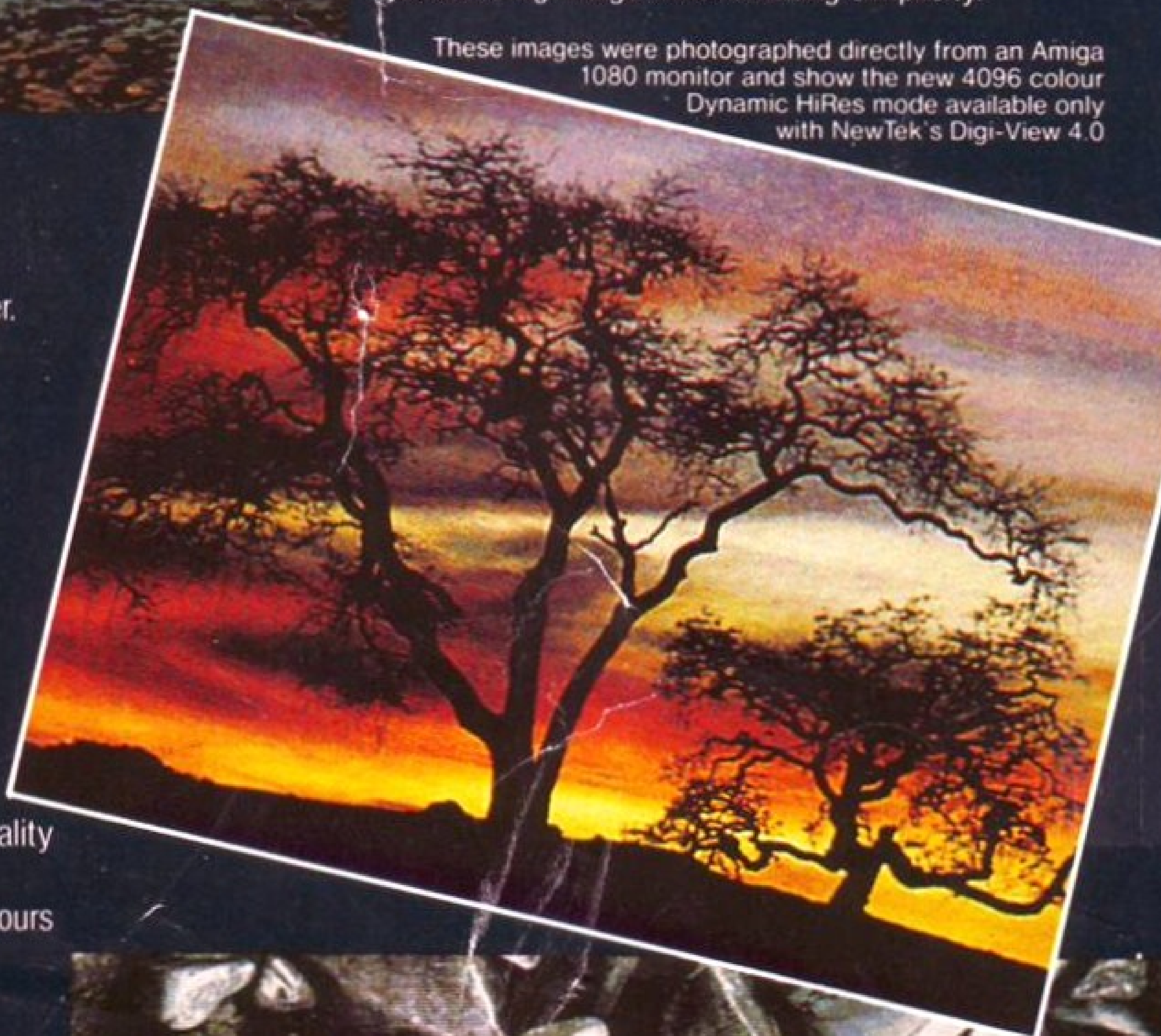
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These images were photographed directly from an Amiga 1080 monitor and show the new 4096 colour Dynamic HiRes mode available only with NewTek's Digi-View 4.0



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